

HPi-7F



Roland Digital Piano



Owner's Manual

Roland

WARNING: To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture.

	CAUTION RISK OF ELECTRIC SHOCK DO NOT OPEN	
ATTENTION: RISQUE DE CHOC ELECTRIQUE NE PAS OUVRIR		
CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.		



The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.



The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.

INSTRUCTIONS PERTAINING TO A RISK OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS.

IMPORTANT SAFETY INSTRUCTIONS

SAVE THESE INSTRUCTIONS

WARNING - When using electric products, basic precautions should always be followed, including the following:

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with a dry cloth.
7. Do not block any of the ventilation openings. Install in accordance with the manufacturers instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
11. Only use attachments/accessories specified by the manufacturer.
12. Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.
13. Unplug this apparatus during lightning storms or when unused for long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.



IMPORTANT: THE WIRES IN THIS MAINS LEAD ARE COLOURED IN ACCORDANCE WITH THE FOLLOWING CODE.

BLUE: NEUTRAL
BROWN: LIVE

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows:

The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK.

The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.

Under no circumstances must either of the above wires be connected to the earth terminal of a three pin plug.

Before using this unit, carefully read the sections entitled: "IMPORTANT SAFETY INSTRUCTIONS," "USING THE UNIT SAFELY" (p. 6, 7), and "IMPORTANT NOTES" (p. 8, 9). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, owner's manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.

Perform On Your Own

Perform

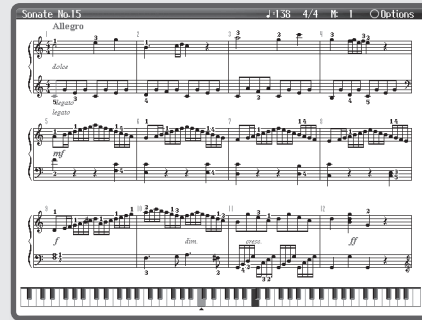


Perform while Reading Notation

P. 20

You can perform while reading the notation shown in the display. The display can show lyrics and fingering, and you can also magnify the notation.

Notation can be viewed not only for the internal songs, but also for songs that you've recorded.



Perform with a Variety of Sounds

P. 27

In addition to piano sounds, you can play using sounds that are appropriate for the song you're playing, such as organ or harpsichord.

Perform with Rhythm

P. 47

You can enjoy performing while listening to rhythms in a wide range of styles.

Perform with Two Layered Sounds

P. 32

You can layer two different sounds such as piano and strings. This will add depth to the sound, and also gives you a way to perform using completely new sounds.

Play Duets

P. 36

Two people can perform simultaneously, just as if you had two pianos. You can imitate your teacher's playing, or play together with a friend.

Enjoy Listening to Songs

Listen



Listen to the Internal Songs

P. 20

The instrument comes stocked with more than 200 songs, which cover a broad range of styles, from piano practice songs to kid's songs.

Listen to Various Instruments

P. 27

You can listen to a short phrase played using the instrumental sound you've selected. This is a good way to get an idea of how that instrument is played.

Enjoy using a Microphone

Sing

Enjoy Karaoke or Singing While You Perform

P. 18

You can sing while playing the piano, or enjoy karaoke while viewing the lyrics displayed in the screen.

Sing Along with a Realistic Chorus

P. 77

When you use the Harmony effect, choral harmony that matches your performance will be added to the vocal that you sing into the microphone.

You Can Do!



Use the Practice Functions

Practice

Enjoy Activities and Games with Sound

P. 24

Easy operation and enjoyable animation make it fun to experience sounds and internal songs.



Learn About Notation and the Keyboard

P. 24

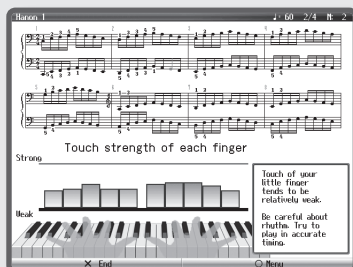
Games and music will help you learn about keyboard positions, note names, and how to read notation.



Finger Training

P. 24

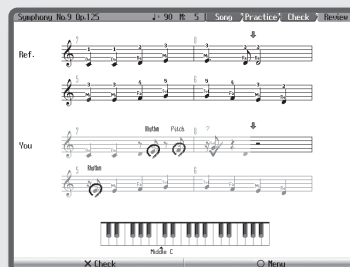
Watch the screen indicate the strength of your fingering while you practice.



Master a Song

P. 24

You can play a song along with an accompaniment, and see your playing evaluated in the screen.



Record and Save Your Performance

Record

Record Your Performance

P. 51

You can record your own performance and listen to it later.

Create a CD

P. 77

If you connect a separately sold CD drive, you'll be able to create a CD from your own performance. The CD you create can be played back on your stereo system, or given to a friend.

USING THE UNIT SAFELY

INSTRUCTIONS FOR THE PREVENTION OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS

About ⚠ WARNING and ⚠ CAUTION Notices

⚠ WARNING	Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.
⚠ CAUTION	Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly. * Material damage refers to damage or other adverse effects caused with respect to the home and all its furnishings, as well to domestic animals or pets.

About the Symbols

	The ⚠ symbol alerts the user to important instructions or warnings. The specific meaning of the symbol is determined by the design contained within the triangle. In the case of the symbol at left, it is used for general cautions, warnings, or alerts to danger.
	The ⚡ symbol alerts the user to items that must never be carried out (are forbidden). The specific thing that must not be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the unit must never be disassembled.
	The ⚡ symbol alerts the user to things that must be carried out. The specific thing that must be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the power-cord plug must be unplugged from the outlet.

ALWAYS OBSERVE THE FOLLOWING

⚠ WARNING

Do not open or perform any internal modifications on the unit.



Do not attempt to repair the unit, or replace parts within it (except when this manual provides specific instructions directing you to do so). Refer all servicing to your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.



Never install the unit in any of the following locations.

- Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are
- Damp (e.g., baths, washrooms, on wet floors); or are
- Exposed to steam or smoke; or are
- Subject to salt exposure; or are
- Humid; or are
- Exposed to rain; or are
- Dusty or sandy; or are
- Subject to high levels of vibration and shakiness.



Make sure you always have the unit placed so it is level and sure to remain stable. Never place it on stands that could wobble, or on inclined surfaces



The unit should be connected to a power supply only of the type described as marked on the rear panel of unit.



Use only the attached power-supply cord. Also, the supplied power cord must not be used with any other device.



Do not excessively twist or bend the power cord, nor place heavy objects on it. Doing so can damage the cord, producing severed elements and short circuits. Damaged cords are fire and shock hazards!



This unit, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level, or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist.



Do not place containers containing liquid (e.g., flower vases) on this product. Never allow foreign objects (e.g., flammable objects, coins, wires) or liquids (e.g., water or juice) to enter this product. Doing so may cause short circuits, faulty operation, or other malfunctions.



⚠ WARNING

Immediately turn the power off, remove the power cord from the outlet, and request servicing by your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page when:

- The power-supply cord or the plug has been damaged; or
- If smoke or unusual odor occurs
- Objects have fallen into, or liquid has been spilled onto the unit; or
- The unit has been exposed to rain (or otherwise has become wet); or
- The unit does not appear to operate normally or exhibits a marked change in performance.



In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit.



Protect the unit from strong impact.
(Do not drop it!)



Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords—the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/ amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through.



Before using the unit in a foreign country, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.



DO NOT play a CD-ROM disc on a conventional audio CD player. The resulting sound may be of a level that could cause permanent hearing loss. Damage to speakers or other system components may result.



CAUTION

The unit should be located so that its location or position does not interfere with its proper ventilation.



Always grasp only the plug on the power-supply cord when plugging into, or unplugging from, an outlet or this unit.



At regular intervals, you should unplug the power plug and clean it by using a dry cloth to wipe all dust and other accumulations away from its prongs. Also, disconnect the power plug from the power outlet whenever the unit is to remain unused for an extended period of time. Any accumulation of dust between the power plug and the power outlet can result in poor insulation and lead to fire.



Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of the reach of children.



Never climb on top of, nor place heavy objects on the unit.



Never handle the power cord or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit.



You must make sure that a sufficient number of people are on hand to help, so you can lift and move it safely, without causing strain. Make sure to have a firm grip, to protect yourself from injury and the instrument from damage. If you need to move the instrument, take note of the precautions listed below.

- Check to make sure the screws securing the unit to the stand have not become loose. Fasten them again securely whenever you notice any loosening.
- Disconnect the power cord.
- Disconnect all cords coming from external devices.
- Raise the adjusters on the stand (p. 28).
- Close the lid.
- Remove the music stand.



Before cleaning the unit, turn off the power and unplug the power cord from the outlet (p. 15).



Whenever you suspect the possibility of lightning in your area, pull the plug on the power cord out of the outlet.



Be careful when opening/closing the lid so you do not get your fingers pinched (p. 15). Adult supervision is recommended whenever small children use the unit.



When using the stool, please observe the following points:

- Do not use the stool as a toy, or as a stepping stool.
- Do not allow two or more persons to sit on the stool.
- Do not adjust the height while sitting on the stool.
- Do not sit on the stool if the bolts holding the stool legs are loose. (If the bolts are loose, immediately re-tighten them using the supplied tool.)
- Never insert your hand into the gap (the metal height adjustment mechanism) under the seat lid. Doing so may cause your hand to be pinched or injured.



Always keep the following small parts that may be removed out of the reach of small children to avoid accidental ingestion of these parts.

- Screws for assembling the stand you may remove
- Included wing nut for headphone hook
- Included stereo 1/4" plug adaptor (If a stereo 1/4" plug adaptor is included with your headphones)
- Musicrest attachment screws



Important Notes

Power Supply

- Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter (such as a refrigerator, washing machine, microwave oven, or air conditioner), or that contains a motor. Depending on the way in which the electrical appliance is used, power supply noise may cause this unit to malfunction or may produce audible noise. If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet.
- Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.
- Although the screen and indicators are switched off when the POWER switch is switched off, this does not mean that the unit has been completely disconnected from the source of power. If you need to turn off the power completely, first turn off the POWER switch, then unplug the power cord from the power outlet. For this reason, the outlet into which you choose to connect the power cord's plug should be one that is within easy reach and readily accessible.

Placement

- Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.
- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.
- Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.
- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Also, do not allow lighting devices that normally are used while their light source is very close to the unit (such as a piano light), or powerful spotlights to shine upon the same area of the unit for extended periods of time. Excessive heat can deform or discolor the unit.
- When moved from one location to another where the temperature and/or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated.
- Do not allow rubber, vinyl, or similar materials to remain on this unit for long periods of time. Such objects can discolor or otherwise harmfully affect the finish.
- Do not allow objects to remain on top of the keyboard. This can be the cause of malfunction, such as keys ceasing to produce sound.
- Do not paste stickers, decals, or the like to this instrument. Peeling such matter off the instrument may damage the exterior finish.
- Do not put anything that contains water (e.g., flower vases) on this unit. Also, avoid the use of insecticides, perfumes, alcohol, nail polish, spray cans, etc., near the unit. Swiftly wipe away any liquid that spills on the unit using a dry, soft cloth.

Maintenance

- To clean the unit, use a dry, soft cloth; or one that is slightly dampened. Try to wipe the entire surface using an equal amount of strength, moving the cloth along with the grain of the wood. Rubbing too hard in the same area can damage the finish.
- Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.
- The pedals of this unit are made of brass. Brass eventually darkens as the result of the natural oxidization process. If the brass becomes tarnished, polish it using commercially available metal polisher.

Repairs and Data

- Please be aware that all data contained in the unit's memory may be lost when the unit is sent for repairs. Important data should always be backed up USB memories, or written down on paper (when possible). During repairs, due care is taken to avoid the loss of data. However, in certain cases (such as when circuitry related to memory itself is out of order), we regret that it may not be possible to restore the data, and Roland assumes no liability concerning such loss of data.

Additional Precautions

- Please be aware that the contents of memory can be irretrievably lost as a result of a malfunction, or the improper operation of the unit. To protect yourself against the risk of losing important data, we recommend that you periodically save a backup copy of important data you have stored in the unit's memory on a USB memory.
- Unfortunately, it may be impossible to restore the contents of data that was stored in the unit's memory or a USB memory once it has been lost. Roland Corporation assumes no liability concerning such loss of data.
- Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.
- When connecting / disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
- A small amount of heat will radiate from the unit during normal operation.
- To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you.
- When you need to transport the unit, pack it in shock-absorbent material. Transporting the unit without doing so can cause it to become scratched or damaged, and could lead to malfunction.
- Do not apply undue force to the music stand while it is in use.

Some connection cables contain resistors. Do not use cables that incorporate resistors for connecting to this unit. The use of such cables can cause the sound level to be extremely low, or impossible to hear. For information on cable specifications, contact the manufacturer of the cable.

- Before opening or closing the keyboard lid, always make sure that no pets or other small animals are located on top of the instrument (in particular, they should be kept away from the keyboard and its lid). Otherwise, due to the structural design of this instrument, small pets or other animals could end up getting trapped inside it. If such a situation is encountered, you must immediately switch off the power and disconnect the power cord from the outlet. You should then consult with the retailer from whom the instrument was purchased, or contact the nearest Roland Service Center.

Using External Memories

Carefully insert a USB memory all the way in—until it is firmly in place.



- Never touch the External Memory connector. Also, avoid getting the terminals dirty.
- USB memories are constructed using precision components; handle the cards carefully, paying particular note to the following.
 - To prevent damage to the USB memories from static electricity, be sure to discharge any static electricity from your own body before handling the USB memories.
 - Do not touch or allow metal to come into contact with the contact portion of the USB memories.
 - Do not bend, drop, or subject USB memories to strong shock or vibration.
 - Do not keep USB memories in direct sunlight, in closed vehicles, or other such locations.
 - Do not allow USB memories to become wet.
 - Do not disassemble or modify the USB memories.

Cautions regarding the LCD display

- In order to provide the highest possible image quality, the HPI-7F uses a TFT liquid crystal display. Due to the nature of a TFT liquid crystal display, the screen may contain pixels that fail to light or that remain constantly lit, but please be aware that this is not a malfunction or defect.
- The brightness may be affected by the temperature.

Copyright

- Recording, duplication, distribution, sale, lease, performance, or broadcast of copyrighted material (musical works, visual works, broadcasts, live performances, etc.) belonging to a third party in part or in whole without the permission of the copyright owner is forbidden by law.
- This product can be used to record or duplicate audio or visual material without being limited by certain technological copy-protection measures. This is due to the fact that this product is intended to be used for the purpose of producing original music or video material, and is therefore designed so that material that does not infringe copyrights belonging to others (for example, your own original works) can be recorded or duplicated freely.
- Do not use this unit for purposes that could infringe on a copyright held by a third party. We assume no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this unit.

- GS () is a registered trademark of Roland Corporation.
- XGlite () is a registered trademark of Yamaha Corporation.
- This product uses certain software of the “Independent JPEG Group.”
- All product names mentioned in this document are trademarks or registered trademarks of their respective owners.
- MMP (Moore Microprocessor Portfolio) refers to a patent portfolio concerned with microprocessor architecture, which was developed by Technology Properties Limited (TPL). Roland has licensed this technology from the TPL Group.
- The HPI-7F's notation display (with magnification and note names; p. 20) uses Hal Leonard Corporation's E-Z Play [®] Today Music Notation. E-Z Play [®] Today Music Notation © 1975 by HAL LEONARD CORPORATION

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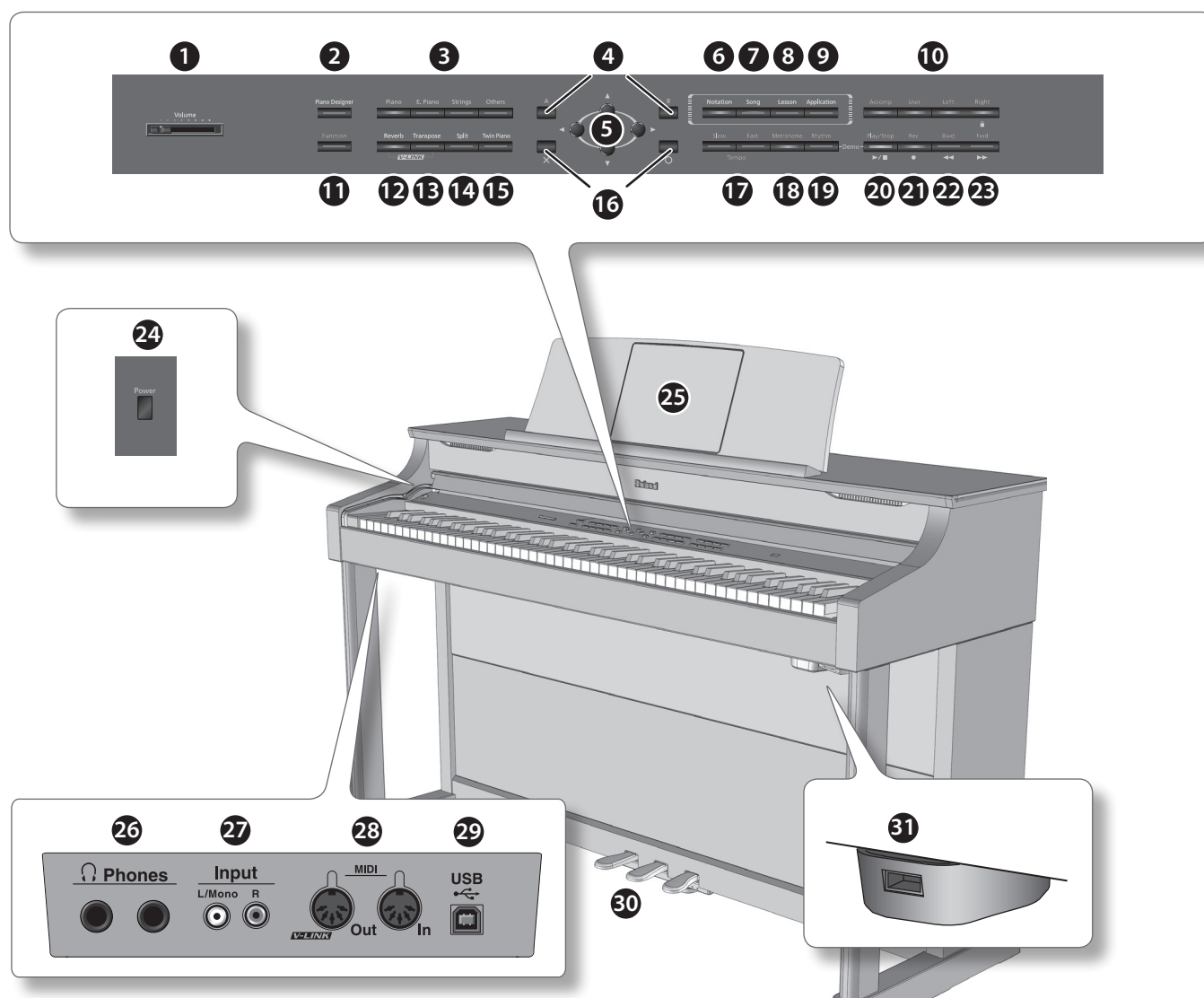
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Panel Descriptions



1 [Volume] slider

Adjusts the overall volume of the HPi-7F (p. 16).

2 [Piano Designer] button

This button lets you adjust the piano sound to your taste (p. 14).

3 Tone buttons ([Piano], [E. Piano], [Strings], [Others])

Here you can select the sound you'll hear when you play the keyboard (p. 27).

4 [A] button / [B] button

The function of these buttons will change depending on the screen you're viewing. The screen will show their function and an explanation.

5 Cursor buttons

Use these buttons to select items in the screen (p. 19). In some screens, these buttons change the setting of the item you've selected.

6 [Notation] button

Displays the notation in the screen (p. 20).

7 [Song] button

Use this button to select internal songs or songs from USB memory (p. 41).

8 [Lesson] button

Use the "Lesson" function to enjoy practicing (p. 26).

9 [Application] button

You can enjoy playing the keyboard or edit a song in a variety of ways.

10 Track buttons ([Accomp], [User], [Left], [Right])

These buttons let you play back individual tracks of a song, or record your playing on the selected track.

- "Playing Back Individual Tracks" (p. 42)
- "Recording Each Hand Separately" (p. 56)
- "Overdubbing" (p. 57)

By holding down the [Right] button for several seconds, you can disable all button operations (Panel Lock) (p. 39).

11 [Function] button

This button accesses the "Function" screen. Here you can change various settings for the HPi-7F's sound and functionality (p. 73).

12 [Reverb] button

Adds reverberation similar to what you would hear when performing in a concert hall (p. 31).

13 [Transpose] button

This button lets you transpose the pitch.

- “Changing the Key of the Keyboard or Song Playback” (p. 38)
- “Separately Transposing the Keyboard and the Song Data” (p. 38)

14 [Split] button

Lets you play different sounds in the left and right-hand areas of the keyboard (p. 34).

15 [Twin Piano] button

Divides the keyboard into two separate sections, allowing two people to perform in the same registers (p. 36).

16 [O] (Circle) button / [X] button

Press the [O] button to confirm the item you’ve selected using the cursor buttons (p. 19). Press the [X] button to cancel an operation or to view the notation screen.

17 Tempo [Slow] [Fast] buttons

Adjust the tempo (p. 30, p. 45, p. 64). Simultaneously pressing the [Slow] and [Fast] buttons will restore the basic tempo.

18 [Metronome] button

Turns the internal metronome on/off (p. 29).

19 [Rhythm] button

This button lets you perform with rhythm (p. 62).

20 [Play/Stop] (▶ / ■) button

This button starts or stops song playback or recording.

- Start or stop playback of an internal song or a performance you’ve recorded (p. 41).
- Start or stop recording (p. 53, p. 59).

21 [Rec] (●) button

This button lets you record your own keyboard performance (p. 51).

22 [Bwd] (◀◀) button

Rewinds the song.

23 [Fwd] (▶▶) button

Fast-forwards the song.

24 [Power] button

Turns the power on/off (p. 16).

25 Display

Notation and various settings are shown here (p. 20).

26 Phones jacks

Here you can connect headphones (p. 17).

27 Input jacks (L/Mono, R)

You can connect your digital audio player here, and listen to it on the HPI-7F (p. 85).

28 MIDI connectors (Out, In)

You can connect these to external MIDI devices to transfer performance data (p. 86).

29 USB connector

You can connect this to your computer for transferring performance data (p. 88).

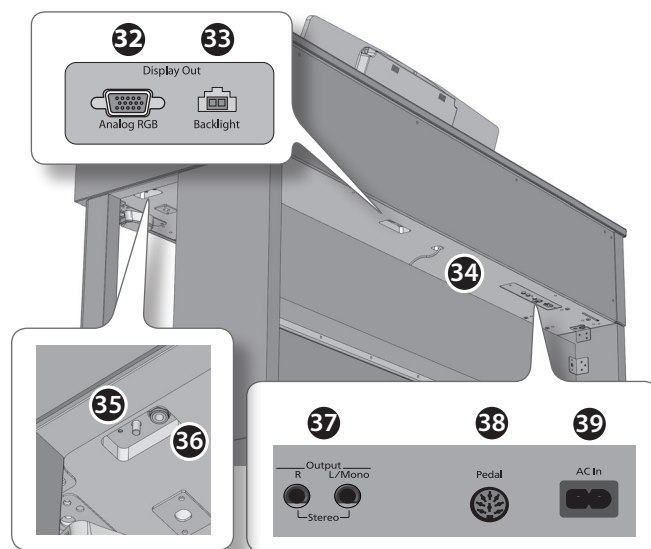
30 Pedals

You can use these pedals while performing.

- Use the pedals while playing the piano (p. 28).
- Assign various functions to the pedals (p. 73).

31 External memory connector

Here you can connect USB memory or a CD drive, and use them to save or recall songs (p. 84).



32 Analog RGB connector

Connect the analog RGB cable of the music rest to this connector (p. 14).

33 Backlight connector

Connect the backlight cable of the music rest to this connector (p. 14).

34 Speaker connector

Connect the speaker of the dedicated stand to this connector (p. 14).

35 [Mic Volume] knob

This knob adjusts the volume of the microphone (p. 18).

36 Mic jack

You can connect a microphone here, and output its sound from the HPI-7F’s speakers (p. 18).

37 Output jacks (L/Mono, R)

These jacks can output the HPI-7F’s sound to an external sound system (p. 85).

- You can listen to the HPI-7F’s sound through amplified speakers.
- You can output the HPI-7F’s sound to your audio system or mixer.

38 Pedal connector

Connect the pedal cord of the dedicated stand to this connector (p. 14).

39 AC In connector

Connect the included power cord here (p. 15).

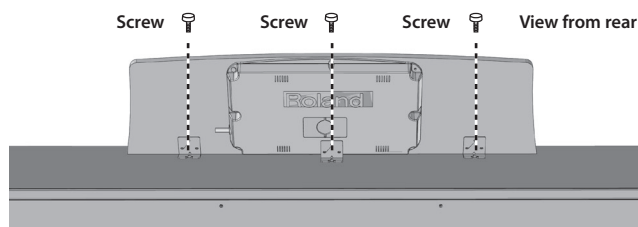
Before You Begin Playing

Setting Up

Attaching the Music Rest

The music rest of the HPi-7F contains an LCD screen.

Attach the music rest as explained below, being sure to handle it with care.



1. Remove the music rest screws that are attached to the top panel (three locations).
2. Fasten the music rest using the screws you removed.

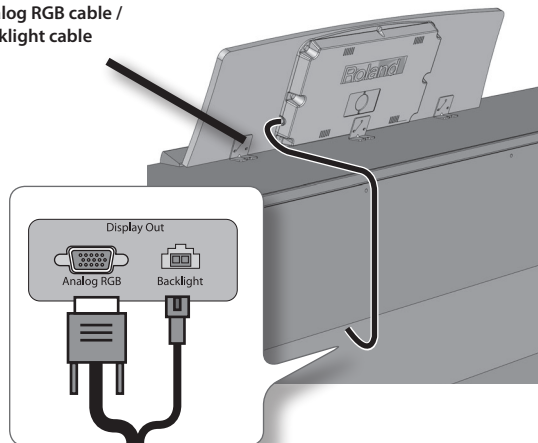
Use one hand to support the music rest, and use your other hand to tighten the screws. When attaching the music rest, support it securely so that you don't drop it. Take care not to get your fingers pinched.

NOTE

- Don't apply excessive force to the music rest.
- Use only the included screws to attach the music rest.
- To avoid accidents, be sure to remove the music rest before moving the HPi-7F.
- Be careful not to lose the screws used to fasten the music rest, or allow small children to accidentally swallow them.
- Completely remove the screws from the top panel before attaching the music rest. The top panel may be scratched if you attach the music rest without completely removing the screws.

Connecting the Display Cables

Analog RGB cable /
Backlight cable

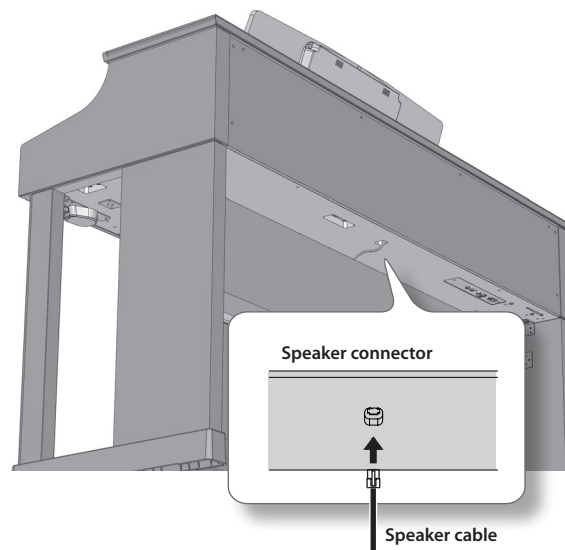


1. Connect the music rest's RGB cable and backlight cable to the Analog RGB connector and Backlight connector located on the HPi-7F's bottom panel.

NOTE

Make sure that the power is turned off when you connect the analog RGB cable and backlight cable.

Connecting the Speaker Cable



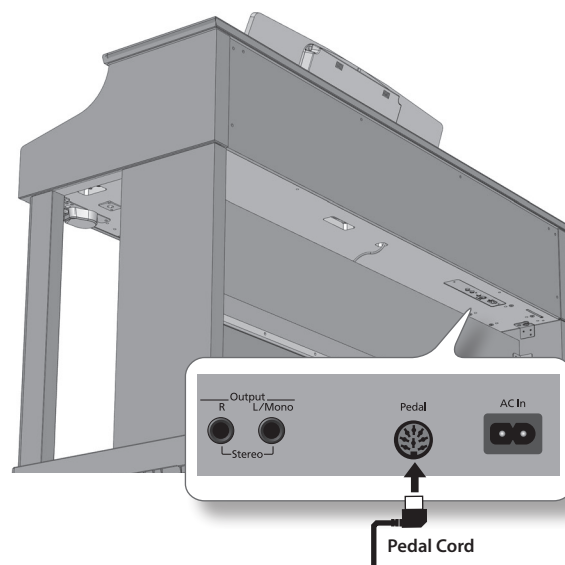
1. Plug the speaker cable extending from the stand into the speaker connector located at the rear of the HPi-7F's bottom panel.

Pay attention to the shape of the speaker cable's connector, and insert it until you hear it click securely into place.

NOTE

You must connect or disconnect the speaker cable while the HPi-7F's power is switched off.

Connecting the Pedal Cord



1. Plug the pedal cord extending from the stand into the Pedal connector located at the rear of the HPi-7F's bottom panel.

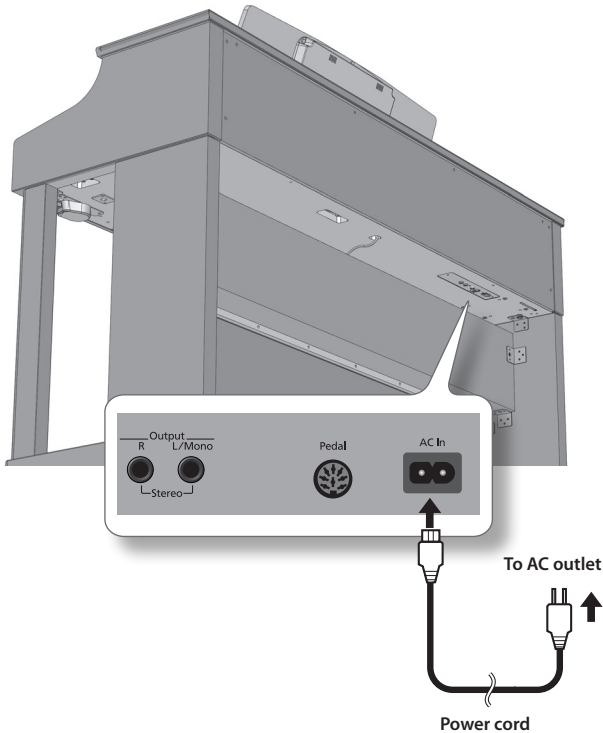
NOTE

You must connect or disconnect the pedal cord while the HPi-7F's power is switched off.

Connecting the Power Cord

Check before you connect the power cord

- Make sure that the [Power] switch is off (p. 16).
- Make sure that the [Volume] slider is minimized (p. 16).



1. Connect the included power cord to the AC IN connector located at the rear of the bottom panel.
2. Plug the other end of the power cord into an AC outlet.

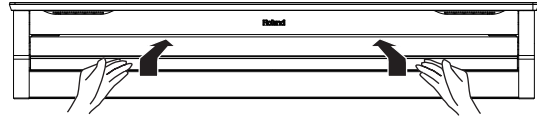
NOTE

You must use the power cord included with the HPI-7F.

Opening/Closing the Lid

To open the lid, use both hands to lift it lightly, and slide it away from yourself.

To close the lid, pull it gently toward yourself, and lower it softly after it has been fully extended.



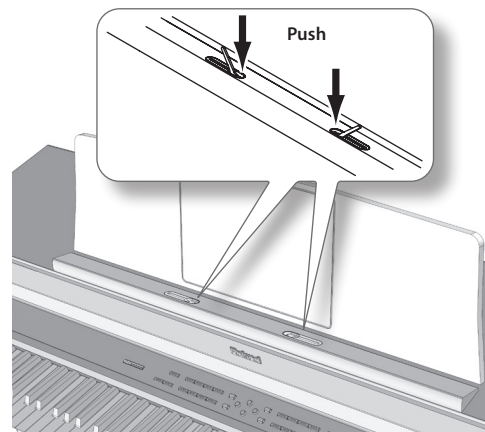
NOTE

- When opening and closing the lid, be careful not to let your fingers get caught. If small children will be using the HPI-7F, adult supervision should be provided.
- If you need to move the piano, make sure the lid is closed first to prevent accidents.

Using the Music Holders

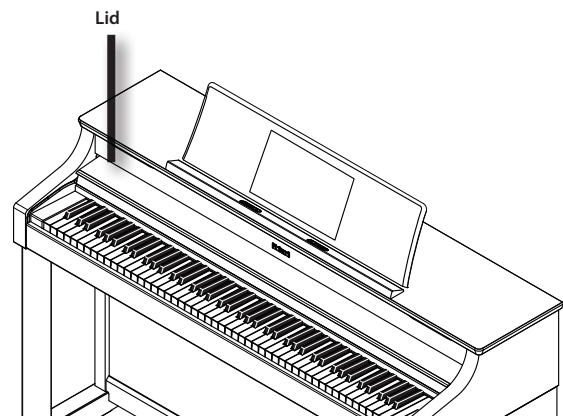
You can use the holders to hold pages in place.

When not using the holders, leave them folded down.

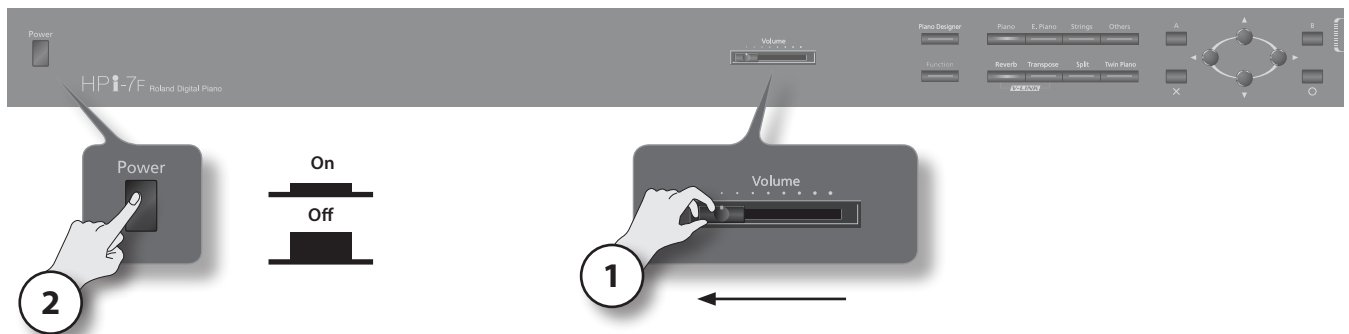


Using the Lid to Conceal the Buttons

You can use the lid to conceal the buttons (Classic Position). This allows you to concentrate on performing without being distracted by the buttons.



Turning the Power On/Off



Turning On the Power

NOTE

- Once the connections have been completed (p. 14), turn on power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices.
- This unit is equipped with a protection circuit. A brief interval (a few seconds) after power up is required before the unit will operate normally.
- Always make sure to have the volume level turned down before switching on power. Even with the volume all the way down, you may still hear some sound when the power is switched on, but this is normal, and does not indicate a malfunction.

1. Move the [Volume] slider all the way to the left to minimize the volume.
2. Press the [Power] switch.
The power will turn on, the music rest screen will show an opening animation, and then the notation screen (p. 20) will appear.
3. Use the [Volume] slider to adjust the volume "Adjusting the Sound's Volume" (p. 16).

Turning the Power Off

1. Move the [Volume] slider all the way to the left to minimize the volume.
2. Press the [Power] switch.

The screen goes blank and the power is turned off.

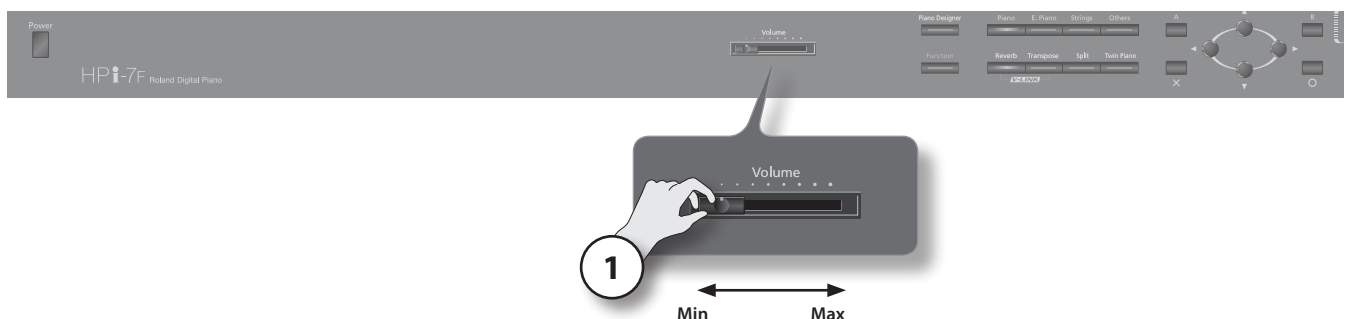
MEMO

If you need to turn off the power completely, first turn off the [Power] switch, then unplug the power cord from the power outlet. Refer to "Power Supply" (p. 8).

Adjusting the Sound's Volume

Here's how to adjust the volume of your keyboard playing or the playback volume of an internal song or USB memory song.

If headphones are connected, use the [Volume] slider to adjust the headphone volume.



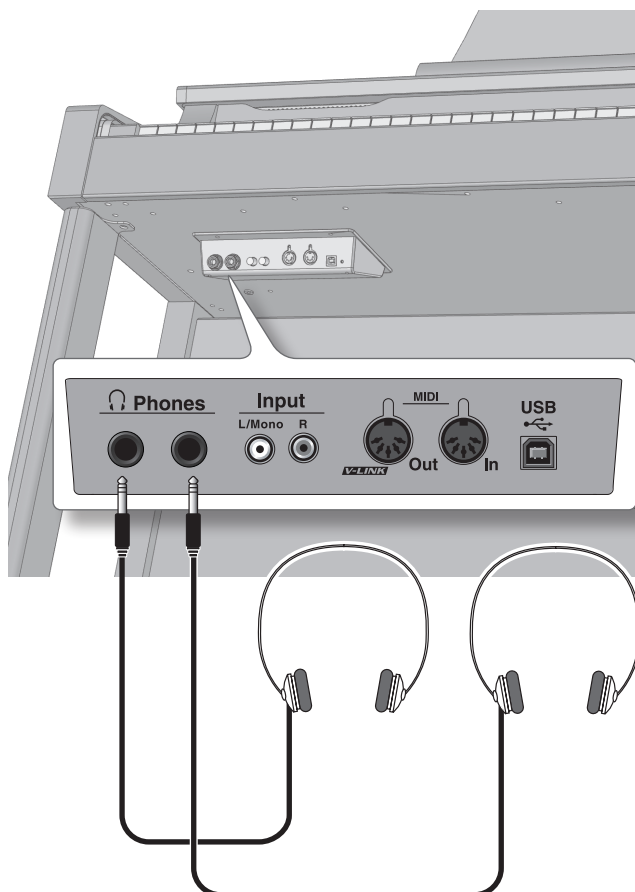
1. Turn the [Volume] slider to adjust the overall volume.
Adjust the volume while you play the keyboard to produce sound.

Using the Headphones

You can use headphones to enjoy the HPi-7F without disturbing those around you, such as at night.

Connecting the Headphones

The HPi-7F has two headphone jacks, two people can also use headphones simultaneously.



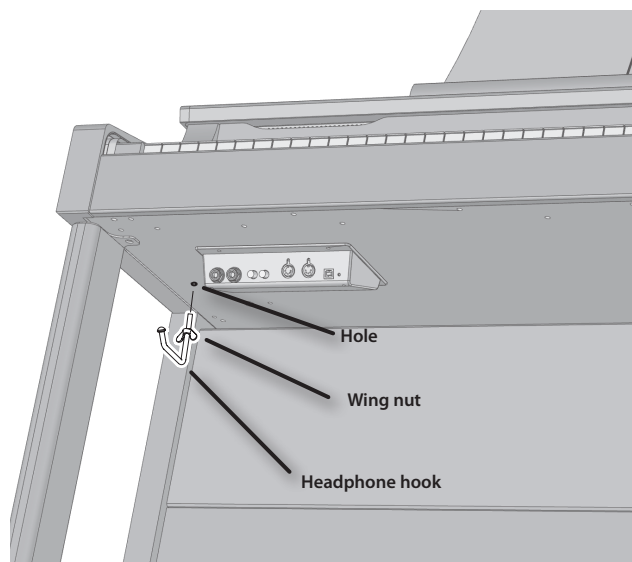
1. Plug the headphones into the Phones jacks.
If headphones are connected, no sound will be output from the HPi-7F's speakers.
2. Use the HPi-7F's [Volume] slider to adjust the headphone volume (p. 16).

Cautions when Using Headphones

- To prevent damage to the cord's internal conductors, avoid rough handling. When using headphones, mainly try to handle either the plug or the headset.
- Your headphones may be damaged if the volume of a device is already turned up when you plug them in. Minimize the volume before you plug in the headphones.
- Excessive input will not only damage your hearing, but may also strain the headphones. Please enjoy music at an appropriate volume.
- Use headphones that have a stereo 1/4" phone plug.

Using the Headphone Hook

Whenever you are not using the headphones, you can hang them on the headphone hook of the HPi-7F.



Attaching the Headphone Hook

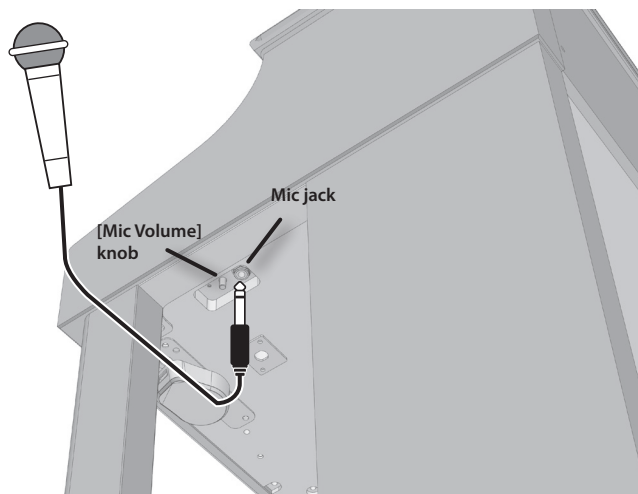
1. Press and twist the headphone hook included with the HPi-7F into the hole in the bottom left of the HPi-7F (refer to the figure above).
2. Turn the headphone hook wing nut to secure the headphone hook.

NOTE

Do not hang anything other than headphones on the headphone hook. Doing so may damage the instrument or the hook.

Connecting a Microphone

You can connect a microphone into the Mic jack, and enjoy karaoke with the HPi-7F.



1. Connect your microphone to the Mic jack located on the bottom right of the HPi-7F.
2. To adjust the volume of the microphone, turn the [Mic Volume] knob located beside the Mic jack.

MEMO

You can apply reverb and harmony to your voice (p. 66).

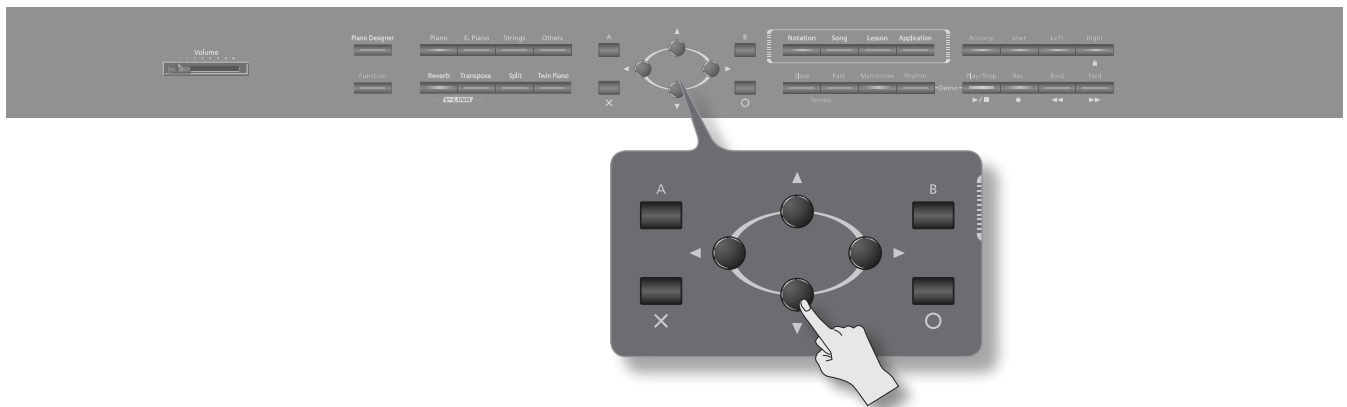
Cautions when Using a Microphone

- Be careful of high volume levels when using mikes late at night or early in the morning.
- When connecting a microphone to the HPi-7F, be sure to lower the volume. If the volume control is too high when the microphone is plugged in, noise may be produced by the speakers.
- Howling could be produced depending on the location of microphones relative to speakers. This can be remedied by:
 - Changing the orientation of the microphone.
 - Relocating microphone at a greater distance from speakers.
 - Lowering volume levels.

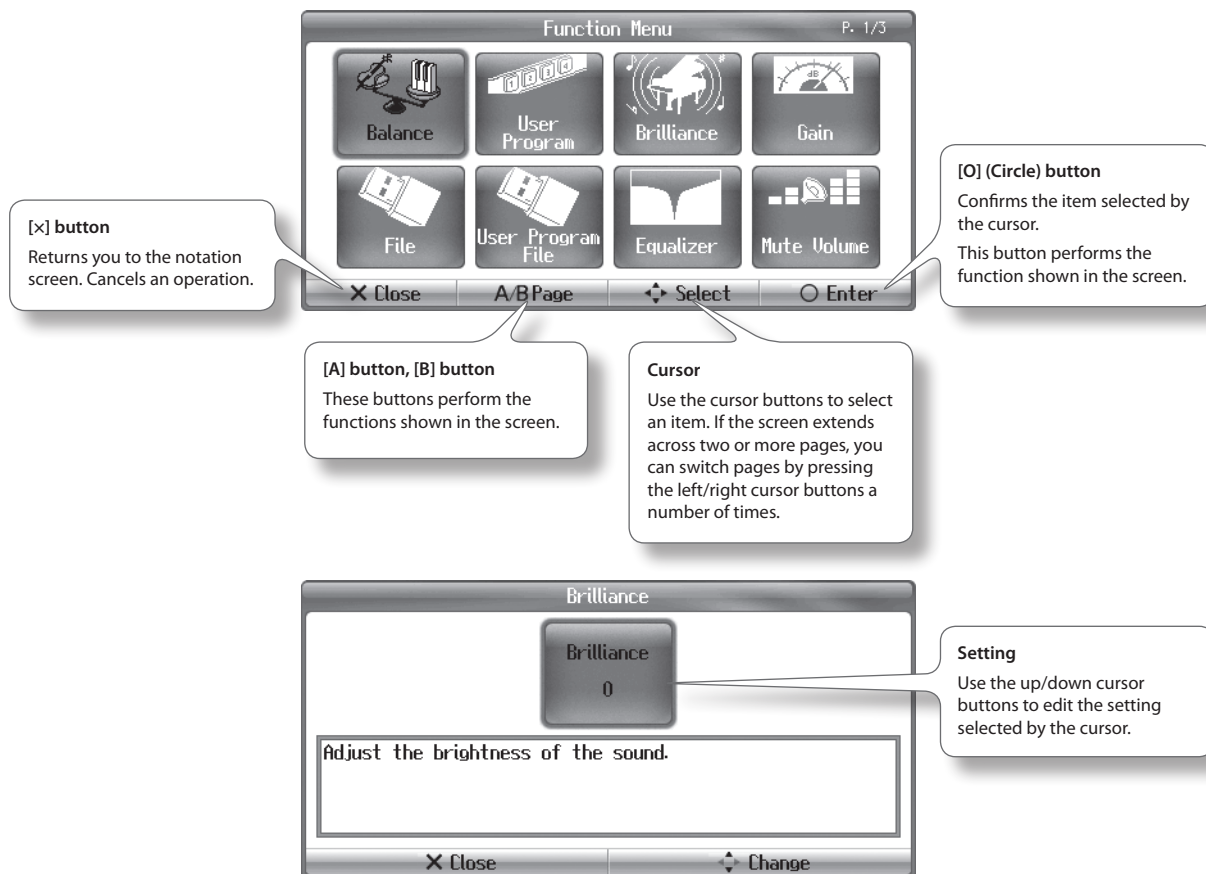
Basic Operation and Screens

Basic Operation

To operate the HPI-7F, first press the button for the desired function, then use the cursor buttons and [O] [X] [A] [B] buttons while viewing the screen.



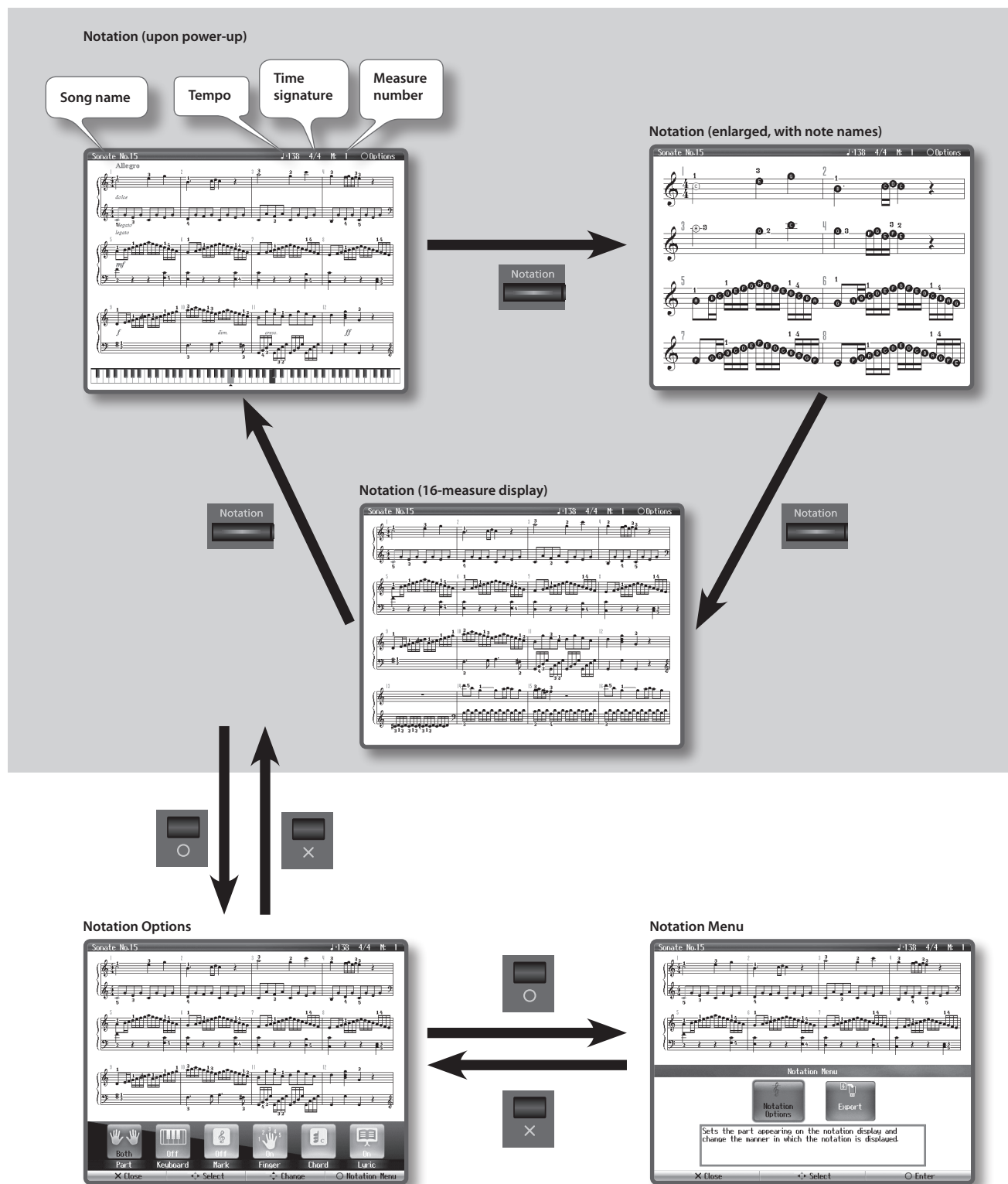
Screen Operations



Basic Screen

Notation Screen

The following screen will appear when you switch on the HPI-7F's power. There are three ways to view the notation screen, and you can press the [Notation] button to switch between these views as follows.



Notation View Settings

Part
Select the part(s) for which the notation will be displayed.

Notation Mark
If this is "on," notation marks will be shown when you play back song data that contains them.
Referring to these symbols can make your performance more expressive.
• This item is not available if there is no notation mark data.

Chords
If this is "on," chord names will be shown when you play back song data that contains chord data.
• This item cannot be selected if there is no chord data.

Lyrics
If this is "on," lyrics will be shown when you play back song data that contains lyric data.
• This item cannot be selected if there is no lyric data.

Keyboard
The keyboard will be displayed under the notation if you check this.

Fingering Numbers
If this is "on," fingering numbers will be shown when you play back song data that contains fingering data. This is a convenient way to ensure you're using the correct fingering.
The fingering numbers have the following significance.
1... Thumb
2... Index finger
3... Middle finger
4... Ring finger
5... Little finger
• This item cannot be selected if there is no fingering number data.

O Notation Menu
This button displays the notation menu screen.
Here you can make detailed settings for the notation.

MEMO

- Not only can the notation for the internal songs be displayed, but you can also view the notation for SMF music files and performances that you've recorded on the HPi-7F.
- If you select a track that contains no performance data, the displayed notation won't contain any notes. To change the track you're viewing, refer to "Changing the Notation Screen Settings" (p. 76).
- The fingering numbers shown in the screen indicate one possible fingering.
- The notation marks displayed by the HPi-7F represent only one set of possibilities, and are not intended to limit the expressiveness of your performances.

About the Notation Screen

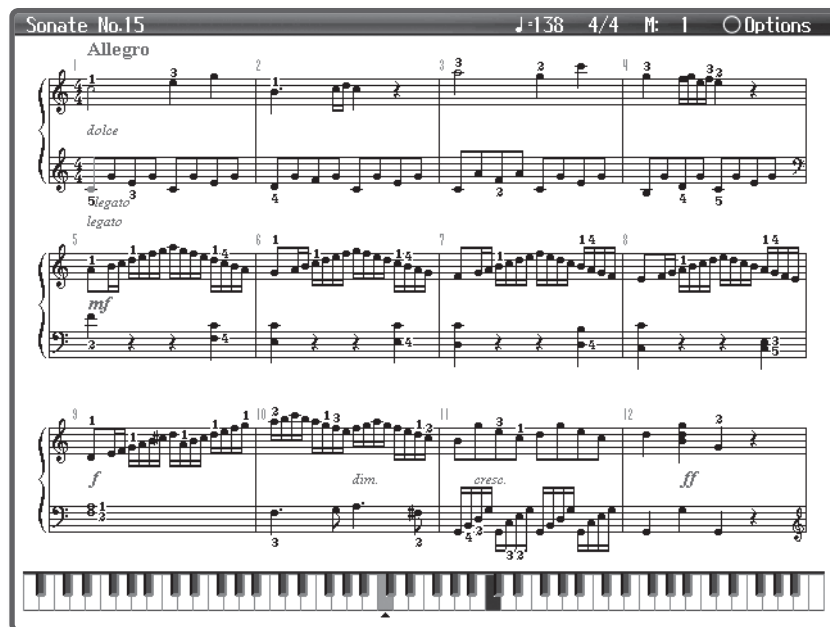
- When you begin song playback, the performance data will be read from USB memory or internal memory. It may take several tens of seconds for the data to be loaded. Please be patient.
- The displayed notation is generated from the music files, and priority is given to making the display easy to read rather than reproducing a complicated or difficult performance accurately. For this reason, you may notice differences when compared with commercially available sheet music. In particular, this is not suitable for display of sophisticated or complex songs that require detailed notations.
- In the notation screen, lyrics or notes may fall outside the display range of the screen, and fail to be shown.
- A notation cannot be displayed for a song from a music CD or audio file.
- If you display the notation or change the displayed part during song playback, the song may sometimes play back from the beginning.
- Using this music notation for any purpose other than personal enjoyment without permission from the copyright holder is a violation of applicable law.

Moving to Other Screens (Screen structure 1)

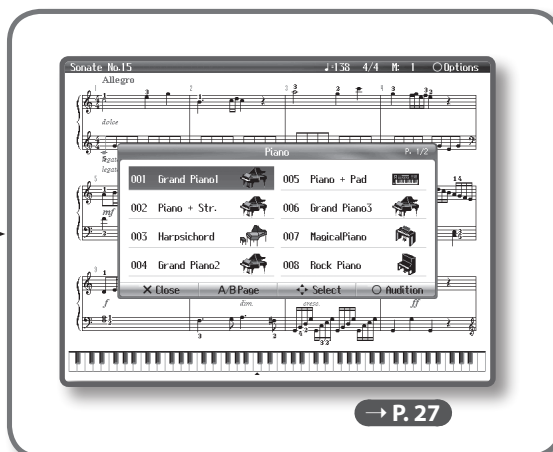
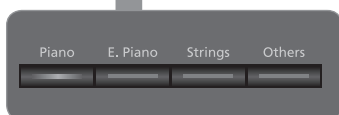
In this manual, a sequence of operations such as “press the [Function] button to access the Function screen, choose [File], and then press the [O] button” will be given as “[Function] button → [File] → [O] button.”

For details on each screen, refer to the page following the **→ P.** indication.

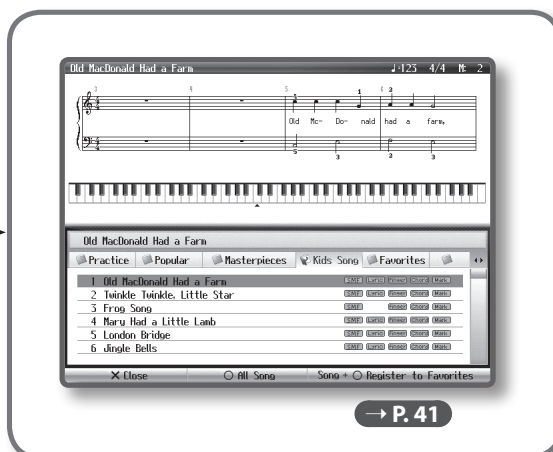
Notation Screen



Tone Screen

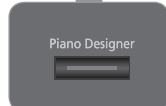


Song Screen

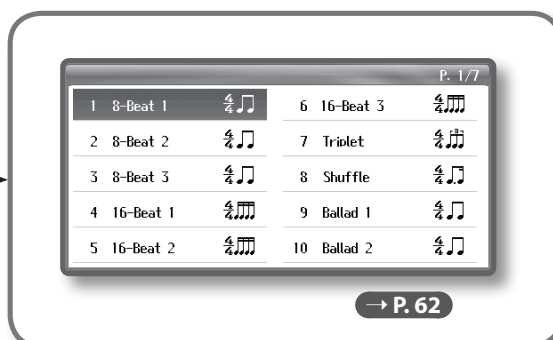
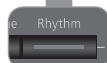


Continues on P. 23

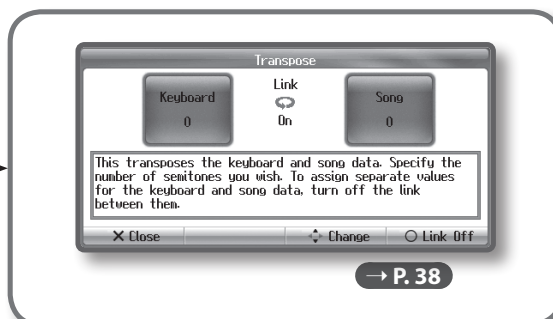
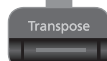
Piano Designer



Rhythm



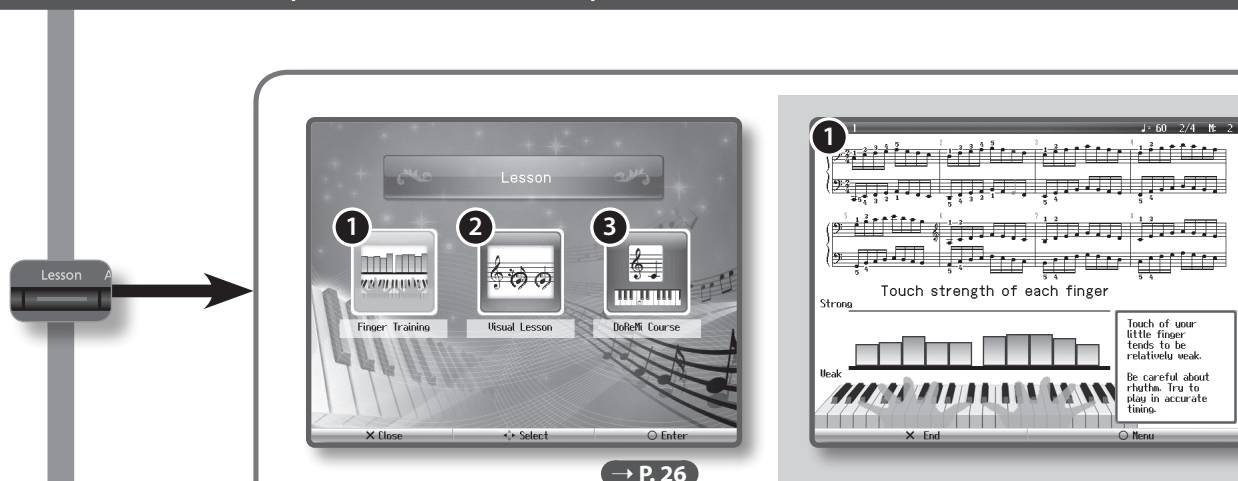
Transpose



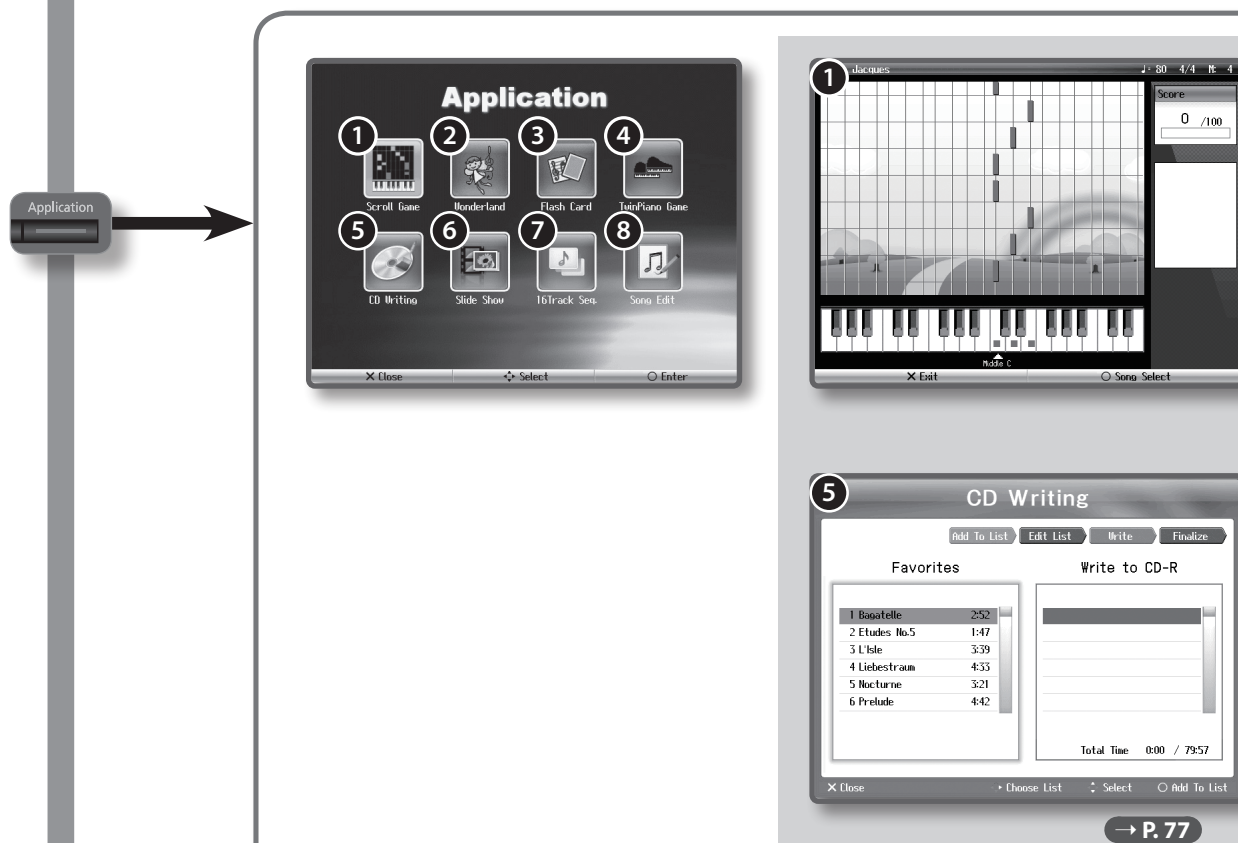
Continues on P. 24

Moving to Other Screens (Screen structure 2)

Lesson

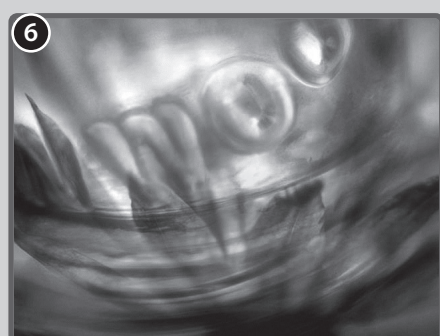
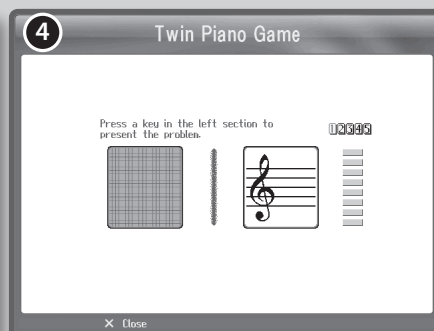
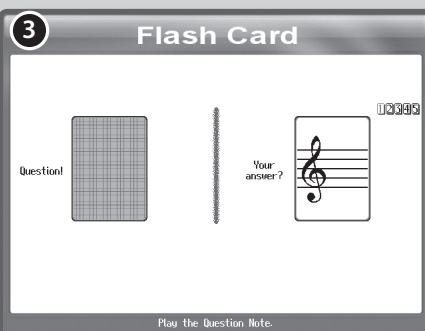
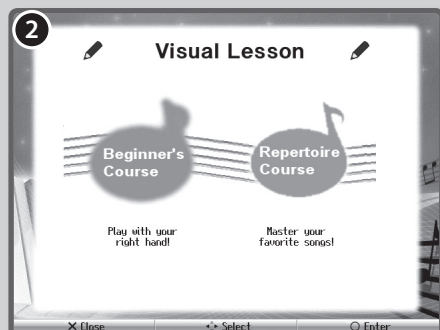


Application

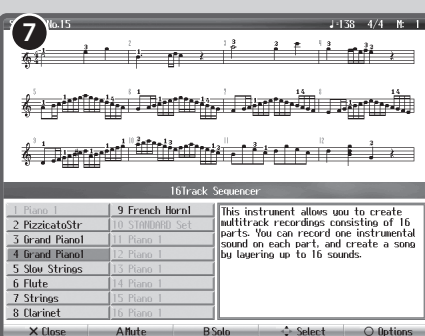


Function screen

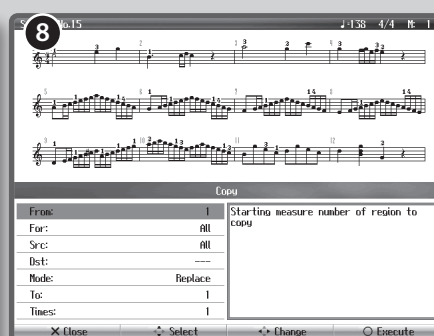




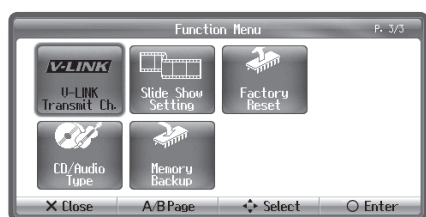
→ P. 79



→ P. 79

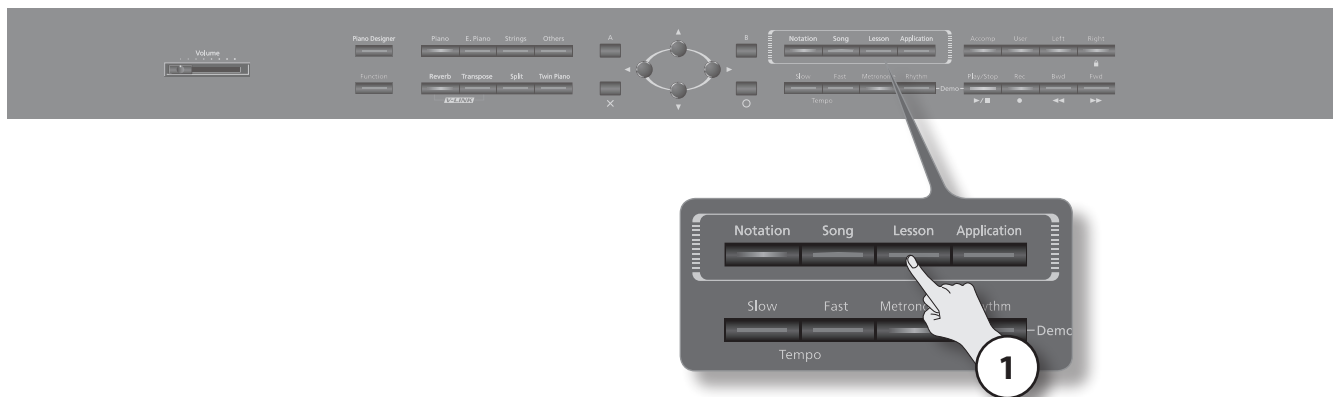


→ P. 82



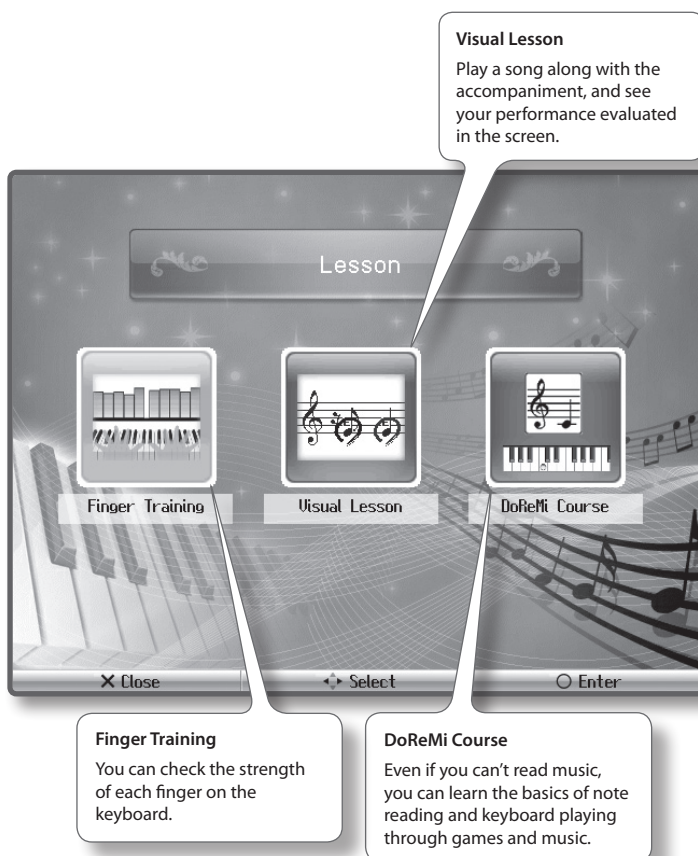
Enjoying Lessons

Choosing a Lesson



1. Press the [Lesson] button.

The "Lesson" screen will appear.



2. Use the cursor buttons to select a lesson, and press the [O] button to confirm your choice.

Proceed as directed by the screen, and enjoy your lesson.

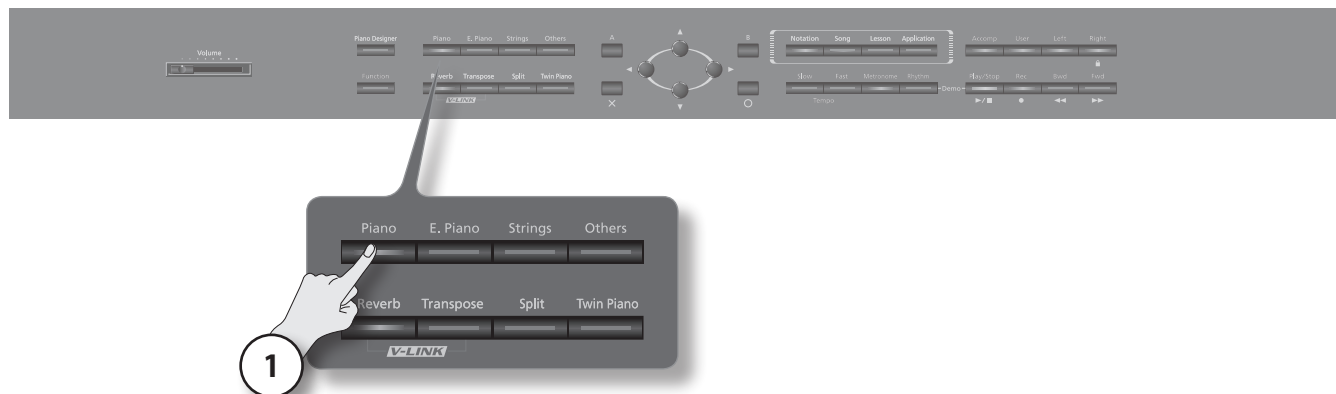
Performing

Perform Using Various Sounds

The HPI-7F lets you perform using piano sounds as well as a wide variety (more than 300 types) of other sounds.

Each of these sounds is called a “tone.” The tones are organized into four groups, and these groups are assigned to the four tone buttons.

Let’s start by playing a piano tone. When you turn on the power, “Grand Piano 1” will be automatically selected.



1. Press the [Piano] button.

A tone list screen will appear. It shows the number and name of the currently selected tone.

Tone

Use the cursor buttons to select a tone.



[O] button

When the tone list screen is shown, you can press the [O] button to hear a phrase that uses the selected tone. The phrase will play to the end, then stop automatically. You can stop the phrase before it ends by pressing the [O] button once again.

[A] button / [B] button

These buttons switch tone pages.

About the Available Tones

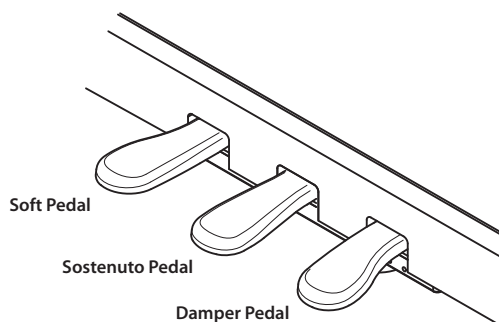
Button	Explanation
[Piano] button	This lets you choose piano tones, such as grand piano and honky-tonk.
[E. Piano] button	This lets you choose electric piano tones commonly used in pop and rock, as well as the sounds of instruments played with mallets.
[Strings] button	This lets you choose orchestral instruments, such as violins and other string instruments, as well as sounds that are suitable for Dual Play (p. 32) together with piano tones.
[Other] button	<p>This lets you choose a variety of other tones such as organ and bass.</p> <ul style="list-style-type: none"> If you’ve selected a tone to which the rotary effect is applied, you can press the [Other] button to switch the speed of the rotary effect. If you choose tone numbers 35–43, you’ll be able to play a drum set from the keyboard.

MEMO

For certain tones, some of the keyboard’s notes will not produce sound.

Using the Pedals

The pedals perform the following operations. You'll use them mainly when playing piano.



Damper Pedal (right pedal)

Use this pedal to sustain the sound.

While this pedal is held down, notes will be sustained for an extended time even if you release your fingers from the keyboard.

The length of sustain will change subtly depending on how deeply you press the pedal.

MEMO

When you press the damper pedal of an acoustic piano, a slight noise is heard when the damper frees the strings, and a richly spacious resonance is added by the strings that vibrate in sympathy with the strings of the notes you actually play. The HPI-7F replicates the sound created when the damper releases the string ("damper noise") and the sympathetic vibration ("damper resonance").

You can modify the sound of the damper releasing the string and the sound of the sympathetic vibration (p. 40).

Sostenuto Pedal (center pedal)

The notes you are pressing when this pedal is depressed will be sustained.

Soft Pedal (left pedal)

This pedal is used to make the sound softer.

Playing with the soft pedal depressed produces a sound that is not as strong as when otherwise played with the equivalent strength. This is the same function as the left pedal of an acoustic piano.

The softness of the tone can be varied subtly by the depth to which you press the pedal.

MEMO

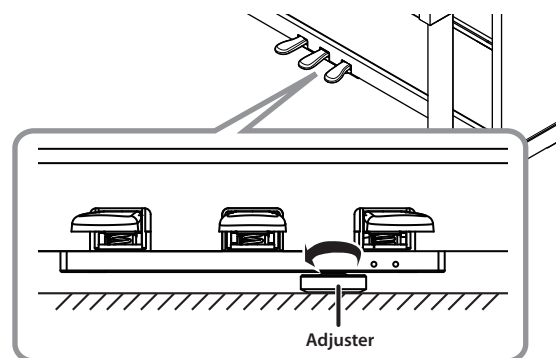
You can switch the function of the sostenuto pedal and soft pedal (p. 73).

NOTE

If you disconnect the pedal cord from the HPI-7F while the power is turned on, the pedal effect will remain applied. You must connect or disconnect the pedal cord while the HPI-7F's power is switched off.

About the Adjuster

If you feel that the pedal is unstable (for example if you've moved the HPI-7F to a different location), you can adjust the adjuster located on the bottom of the pedals as follows.

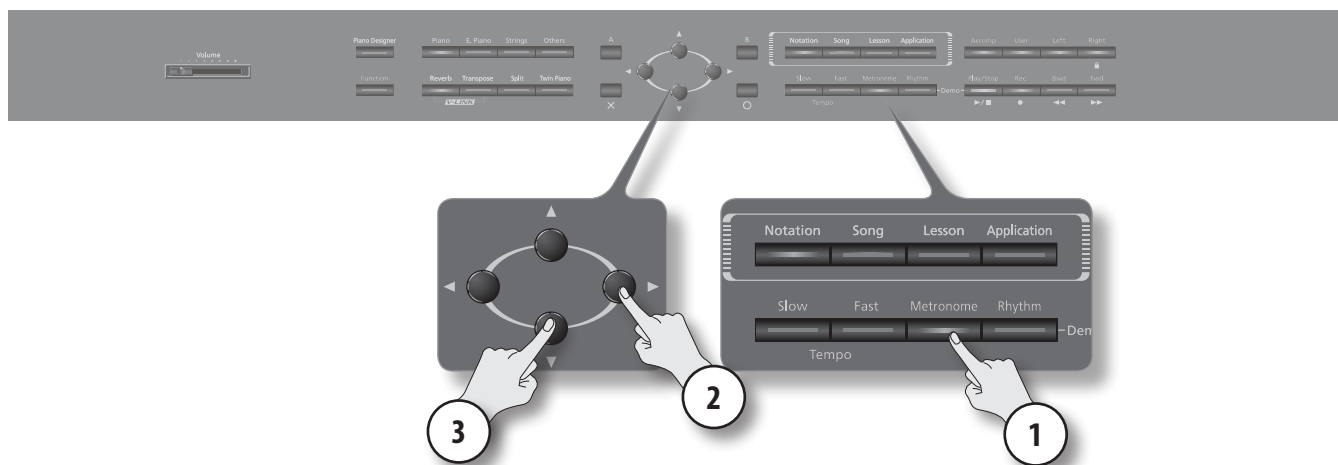


Turn the adjuster to lower it until the adjuster is in firm contact with the floor. The pedal may be damaged if there is a gap between the adjuster and the floor. In particular, when you've placed the HPI-7F on carpet, you must turn the adjuster until it is pressing firmly against the floor.

Performing with the Metronome

You can play while listening to the metronome.

The HPi-7F's metronome allows you to change the volume and time signature for the metronome, as well as the way in which the beats are divided.



1. Press the [Metronome] button.

The [Metronome] button will blink, and the metronome will sound.

The [Metronome] button will blink red and green according to the time signature that's selected. Red indicates the strong beat, and green indicates the weak beats.

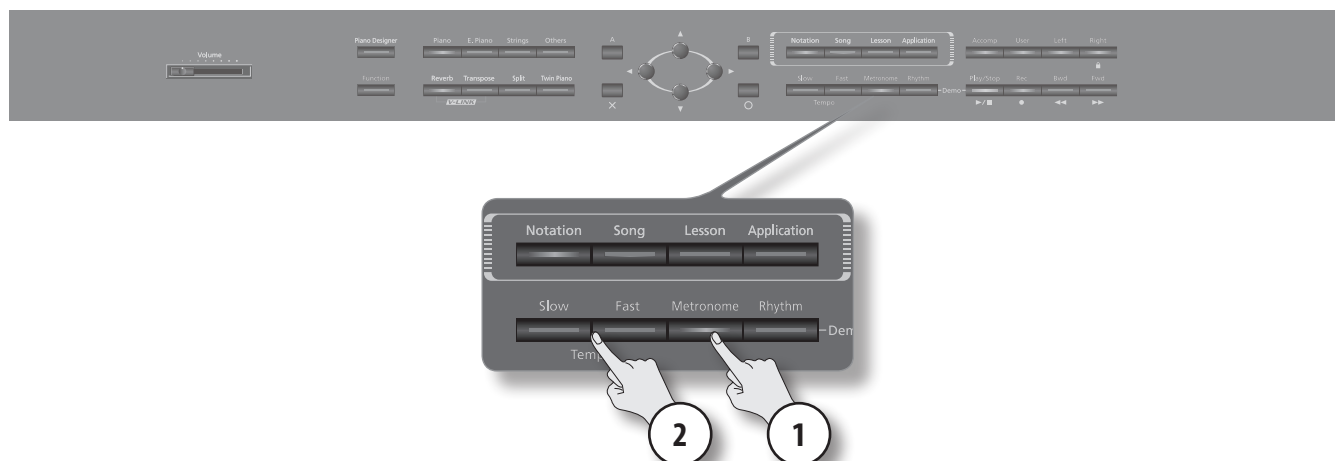
To stop the metronome, press the [Metronome] button once again.

2. Use the cursor left/right buttons to select the item that you want to edit.

Item	Setting
Volume	OFF (no sound) Minimum ... Maximum
Time signature	2/2, 0/4 (only weak beats), 2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 3/8, 6/8, 9/8, 12/8 * You can't change the "Time signature" setting while a song is playing.
Sound	Click, Electronic sound, Voice (Japanese "1," "2," "3," ...), Voice (English "1," "2," "3," ...), Dog & cat, Woodblock, Triangle & castanet, Hands clapping
Pattern	Normal, Dotted half note, Half note, Dotted quarter note, Quarter note, Dotted eighth note, Eighth note, Sixteenth note, +Doubl (double) Add a note to the backbeat of the every beat, +Tripl (triple) Add notes to make the every beat a triplet, +Shufl (shuffle) Add notes to create a shuffle
Beat indicator	Switches the [Metronome] button's indicator between lit and unlit.

3. Use the cursor up/down buttons to change the setting.

Changing the Metronome's Tempo

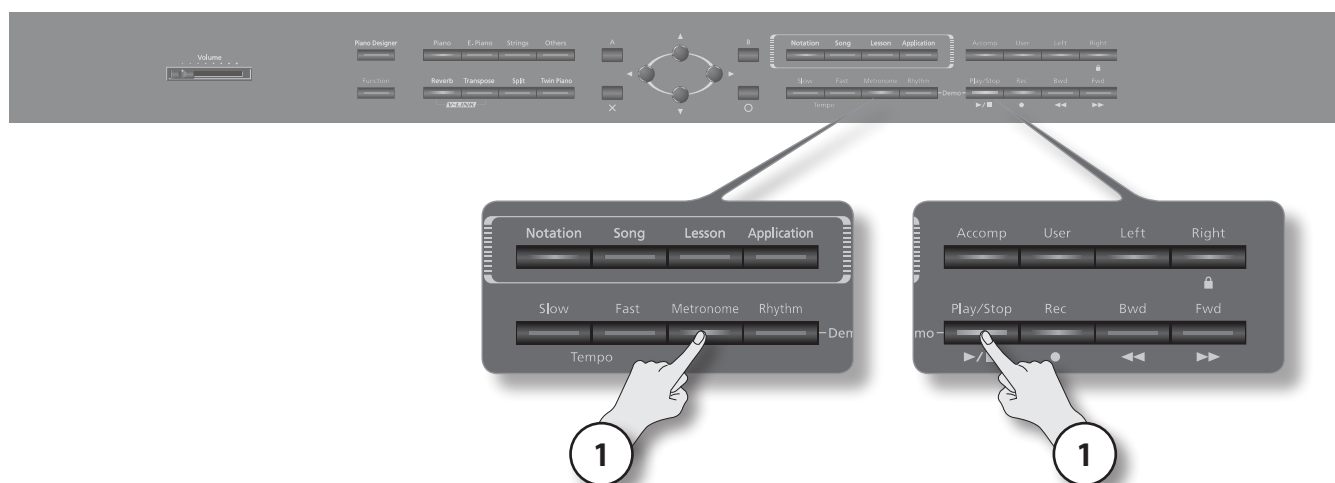


1. Press the [Metronome] button.
The metronome will sound.
2. Use the Tempo [Slow] [Fast] buttons to change the setting.
The tempo will change.

Adding a Count to Assist Your Timing

A “count-in” is when beats are sounded before the song begins playing.

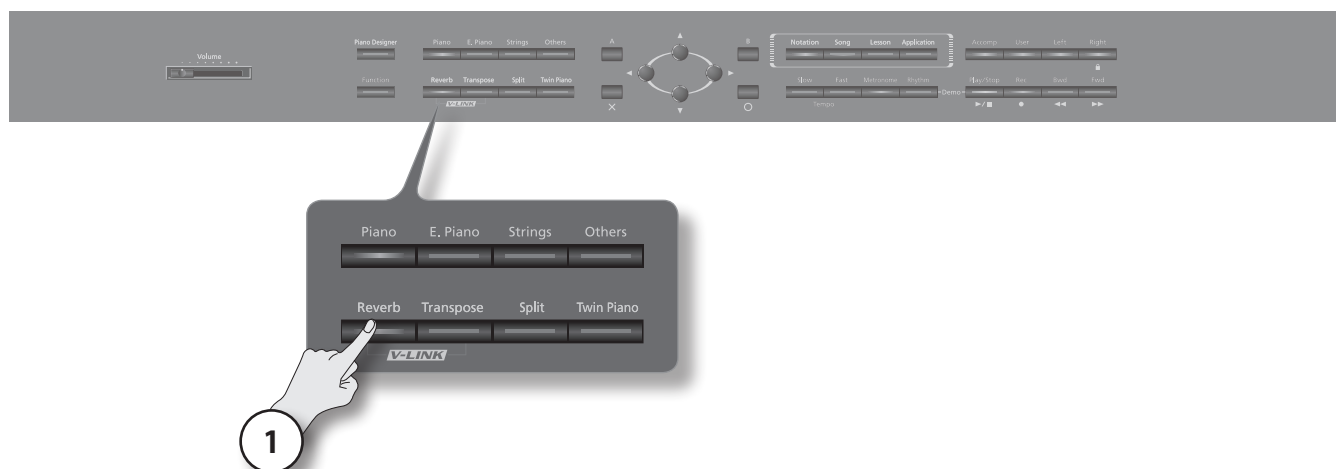
Sounding a count will make it easier for you to begin playing at the correct moment when you’re playing along with a song.



1. Hold down the [Metronome] button and press the [Play/Stop] button.
A two-measure count will be heard before the song plays.

Adding Reverberation to the Sound

The HPI-7F can apply a reverb effect to the notes you play on the keyboard. Applying reverb adds pleasing reverberation to what you play, so it sounds almost as if you were playing in a concert hall.



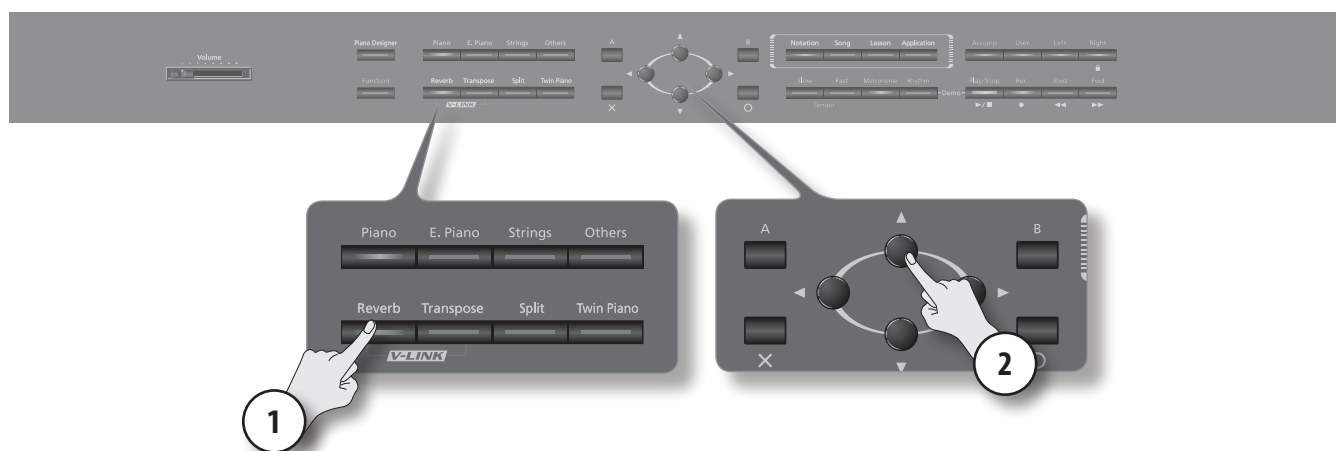
1. Press the [Reverb] button.

The Reverb screen will appear.

MEMO

If you press the [Reverb] button once again, the button will go out and the reverb effect will be eliminated.

Adjusting the Reverb Depth



1. Press the [Reverb] button.

The screen will indicate the reverb depth.

2. Use the cursor up/down buttons to adjust the depth.

Higher values apply deeper reverb.

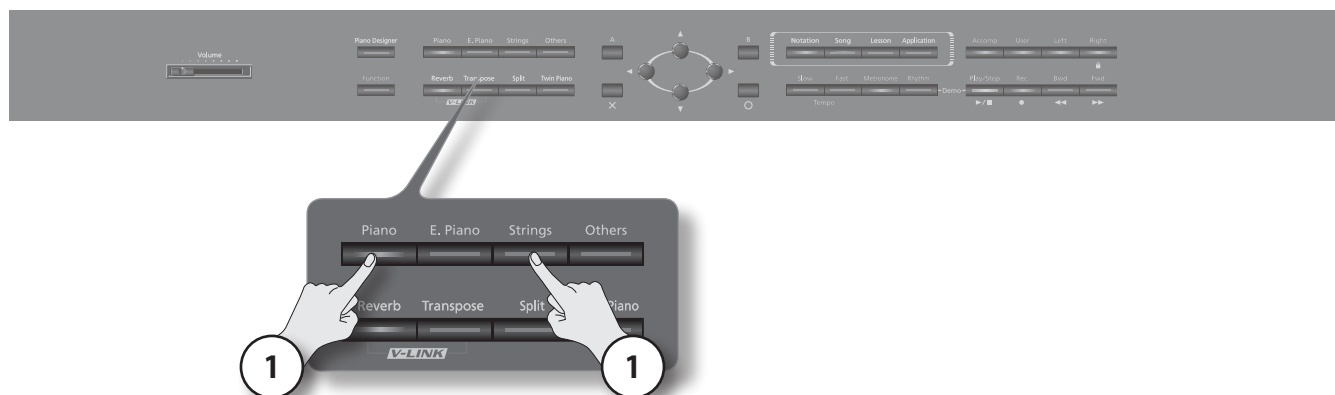
MEMO

- The adjusted setting will return to its original values when you turn off the power. If you wish, you can have this setting be retained even while the power is turned off (p. 74).
- You can't specify the depth of the reverb effect independently for each sound. Reverb is applied at the same depth for each sound.
- The depth of the reverb effect for the song that's playing will not change.
- The reverb effect is not applied if Twin Piano mode (p. 37) is set to "individual."

Playing Two Tones Layered Together

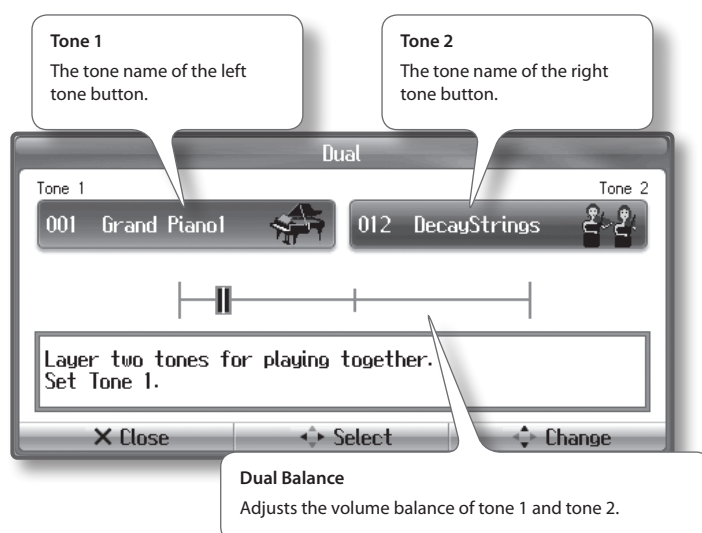
You can play two tones simultaneously from each note of the keyboard. This feature is called “Dual Play.”

As an example, here’s how to layer piano and strings tones.



1. Hold down the [Piano] button and press the [Strings] button.

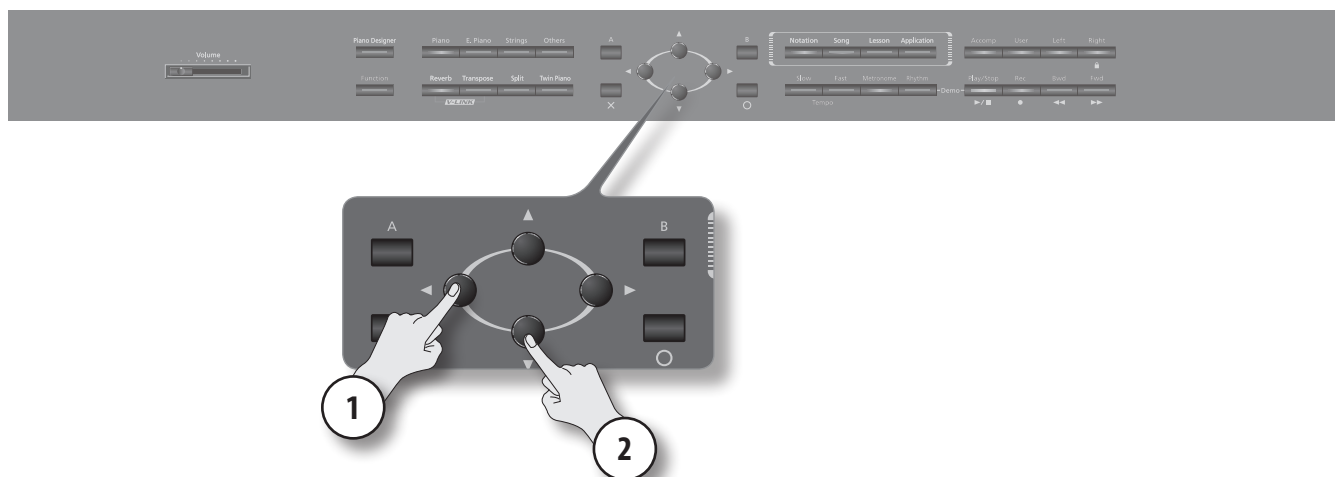
Both buttons will light. When you play the keyboard, you’ll hear both the piano and the strings tones.



MEMO

- When you press a damper pedal while using Dual play, the effect will apply to both tone 1 and tone 2, but you may change this so that the effect applies to only one tone (p. 73).
- Dual play is not available if Split Play (p. 34) or Twin Piano (p. 36) are turned on.
- For some combinations of sounds, the effect is not applied to tone 2, and this may affect how the tone sounds.

Changing the Tones for Dual Play



1. Use the cursor left/right buttons to choose "tone 1" or "tone 2."
2. Use the cursor up/down buttons to select the desired tone.

You can select tones from within the same tone group.

MEMO

The pitch of Tone 2 can be changed one octave at a time. This is called the "Octave Shift" function. To make settings for "Octave Shift," carry out the following steps.

1. Press the [Function] button → [Octave Shift] → [O] button (p. 24).
2. Use the cursor up/down buttons to adjust the pitch.

Adjusting the Balance of the Two Tones

When using Dual Play, you can adjust the volume balance of tone 1 and tone 2.

1. Use the cursor left/right buttons to choose "Dual Balance."
2. Use the cursor up/down buttons to adjust the dual balance.

The volume balance will change.

Cancelling Dual Play

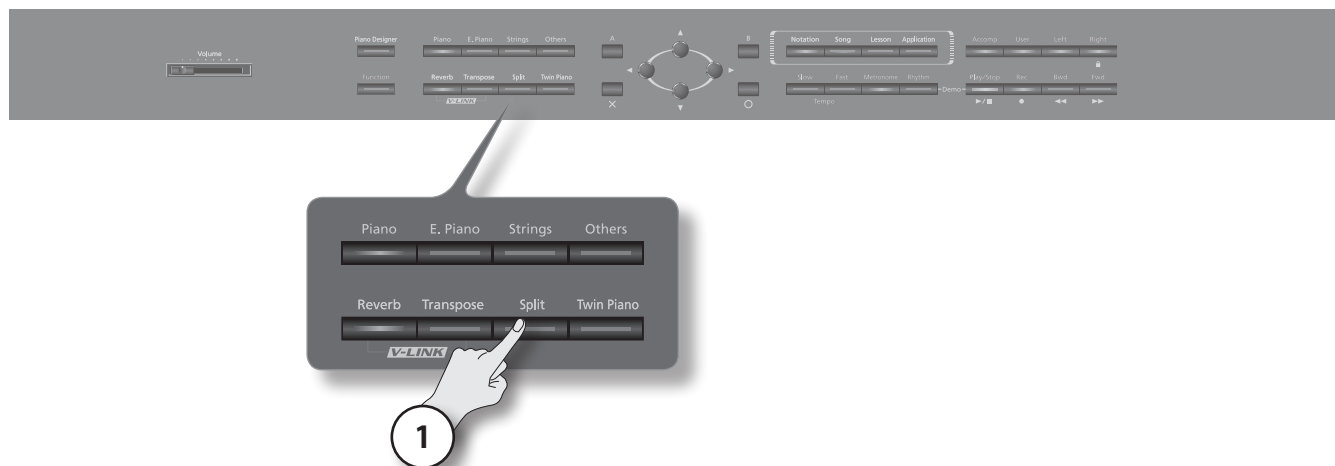
1. Press either one of the tone buttons.
Only the tone of the button you pressed will be heard.

Playing Different Tones with the Right and Left Hands

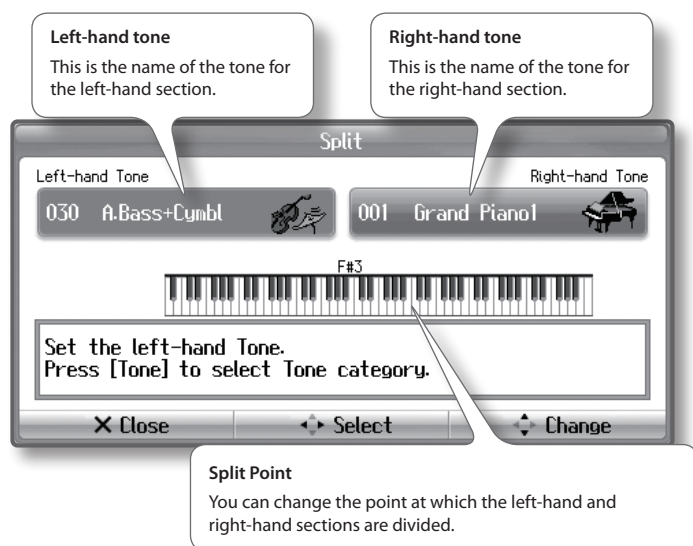
You can divide the keyboard at a specific note into right and left sections, and play a different tone in each section. This is called "Split Play."

MEMO

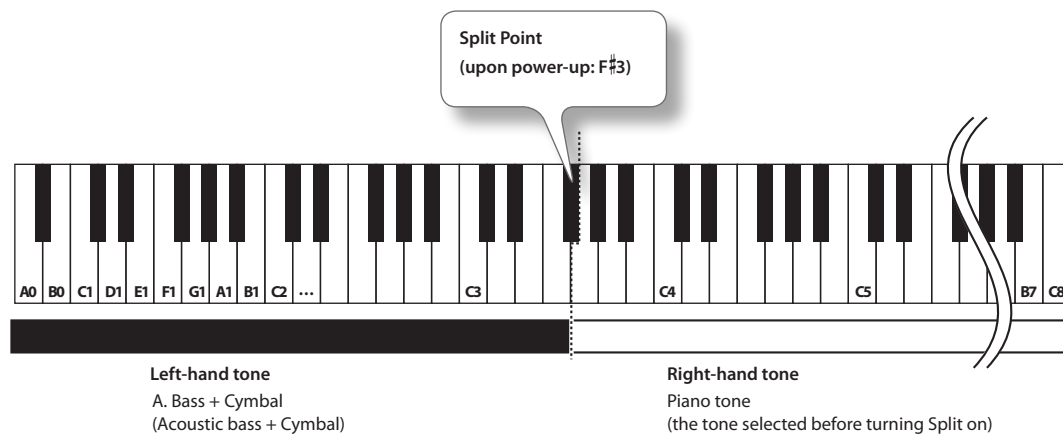
When using Split Play, the key at which the keyboard is divided into two sections is called the "split point."



1. Press the [Split] button.



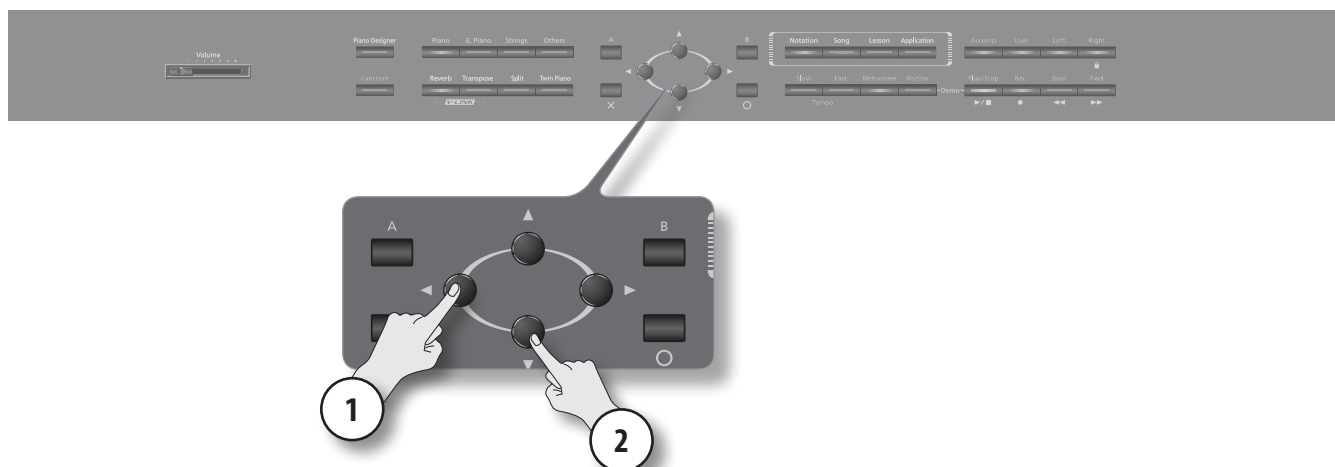
When you turn Split on, the settings for the keyboard will be as follows.



MEMO

The split point is included in the left-hand section.

Changing the Tones of the Right and Left-hand Areas



1. Use the cursor buttons to select the “right-hand tone” or “left-hand tone.”
2. Use the cursor up/down buttons to select the desired tone.

MEMO

If you want to switch tone groups, press a tone button while “left-hand tone” or “right-hand tone” is selected. Use the cursor up/down buttons to select tones within the selected tone group.

MEMO

The pitch of the left-hand tone can be changed one octave at a time. This is called the “Octave Shift” function. To make settings for “Octave Shift,” carry out the following steps.

1. Press the [Function] button → [Octave Shift] → [O] button (p. 24).
2. Use the cursor up/down buttons to adjust the pitch.

Changing the Split Point

1. Use the cursor buttons to select the split point.
2. Press the up or down cursor button.

The split point will change. The split point can be adjusted in the range of B1–B6.

MEMO

- The modified setting will return to its original state when you turn off the power.
- If you want, you can have the settings be retained even while the power is turned off (p. 31).

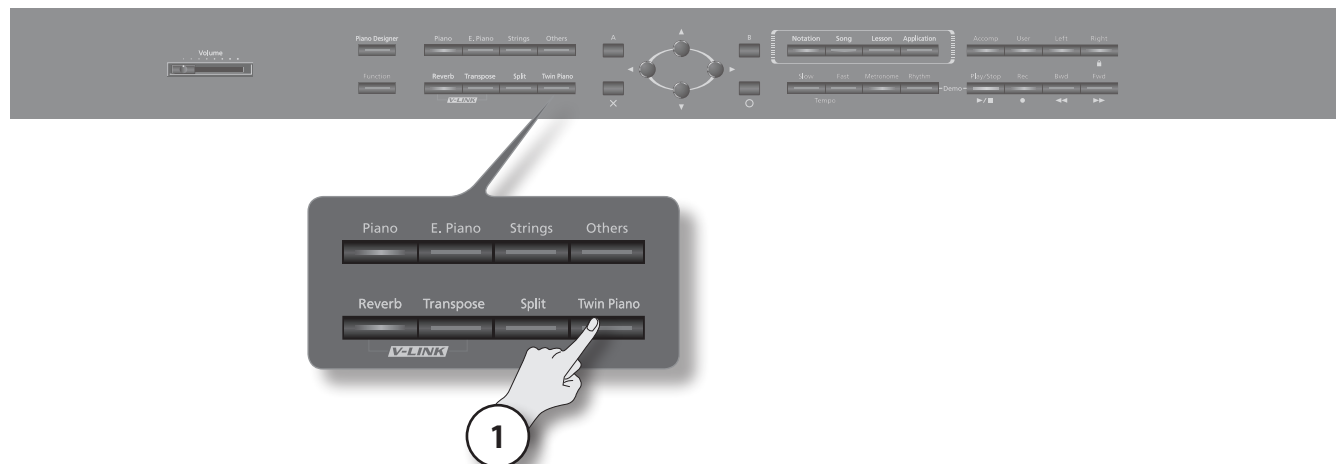
Cancelling Split Play

1. Press the [Split] button to turn off its illumination.

Splitting the Keyboard for Two People to Play

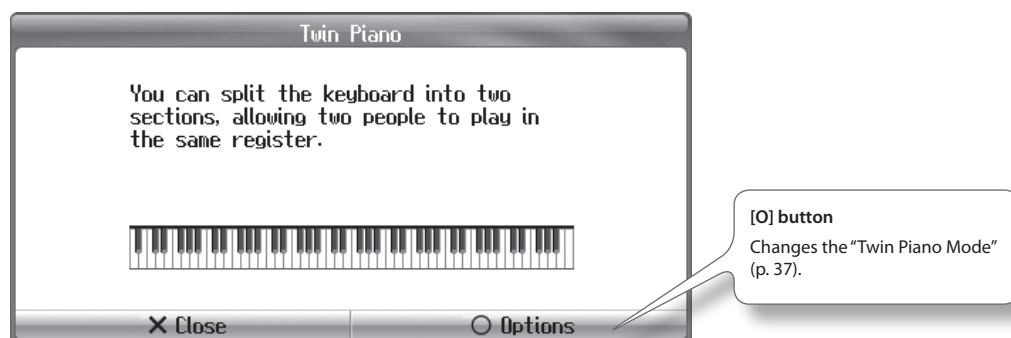
You can divide the keyboard into left and right areas so that two people can play the same range of pitches. This is called the “Twin Piano” function. This means that you’ll be able to use the keyboard as though it were two separate pianos.

For example, this provides a convenient way for one person to follow along with another person’s performance to check it.

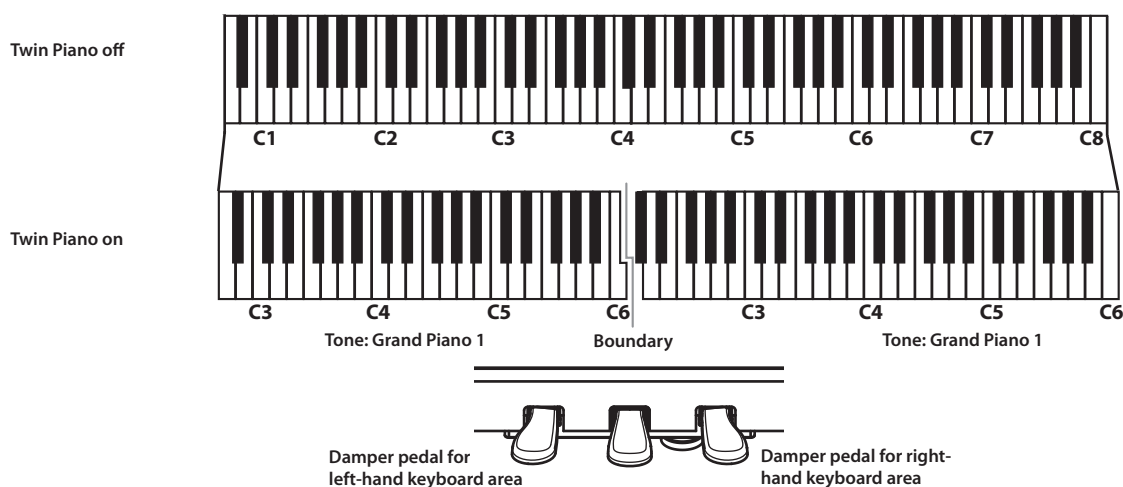


1. Press the [Twin Piano] button.

The [Twin Piano] button will light, and the Twin Piano screen will appear.



When you turn Twin Piano on, the keyboard, pedals, and tone settings will be as follows.

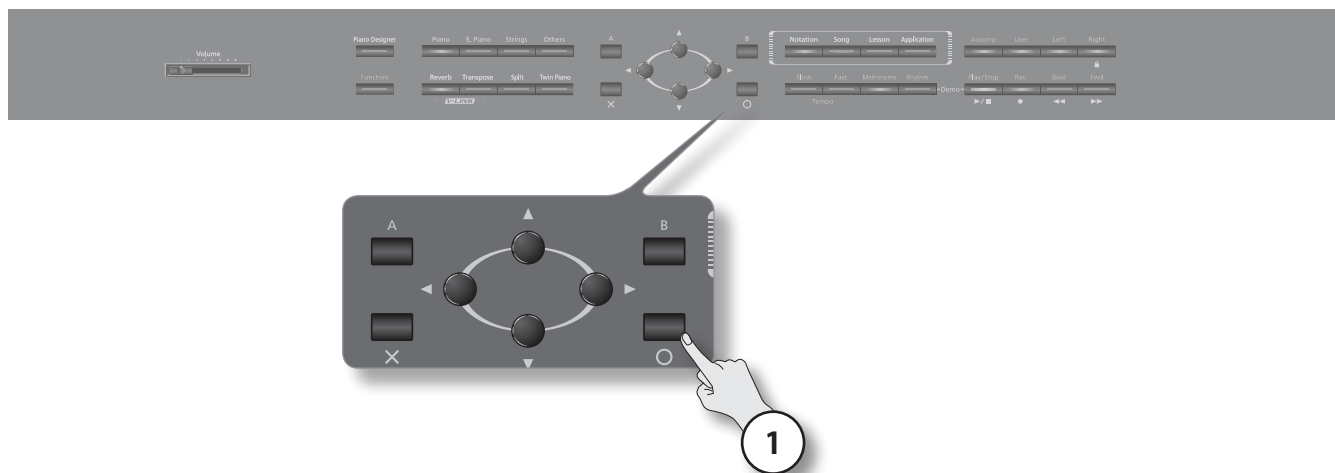


MEMO

Some effects (p. 31) will no longer be applied when you turn Twin Piano on, and this may cause the tone to sound different.

Switching the Twin Piano Mode

You can change the way in which the sound is heard when using Twin Piano (Twin Piano Mode).



1. In the Twin Piano screen, press the [O] button.

The Twin Piano Mode screen will appear. For details on the mode settings and the effects, refer to the explanation that appears in the screen.

MEMO

The modified setting will return to its original state when you turn off the power. If you want, you can have the settings be retained even while the power is turned off (p. 74).

Cancelling Twin Piano

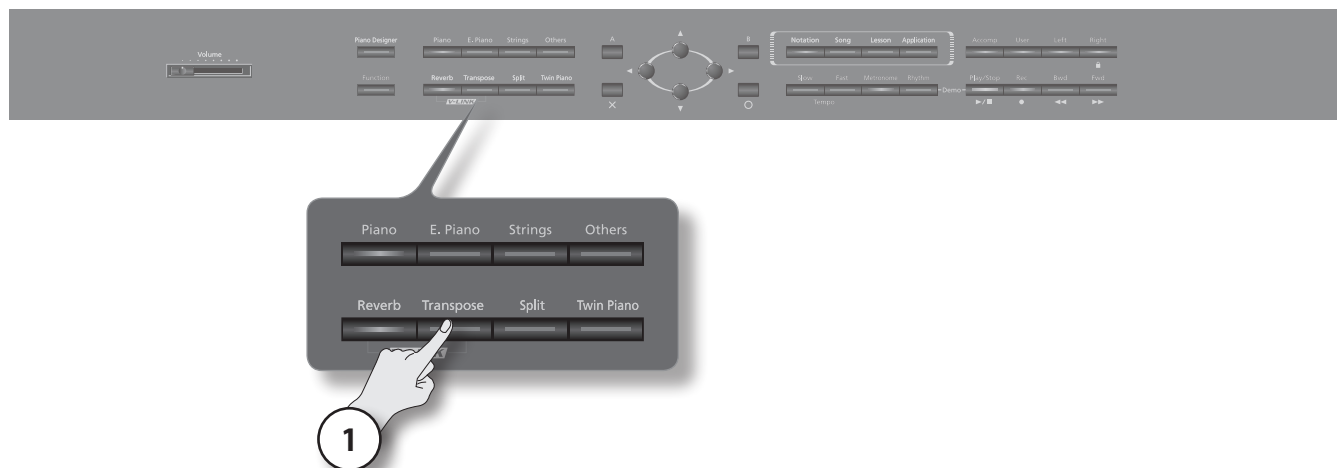
1. Press the [Twin Piano] button to turn off its illumination.

Changing the Key of the Keyboard or Song Playback

Changing the pitch of the keyboard is called “transpose.”

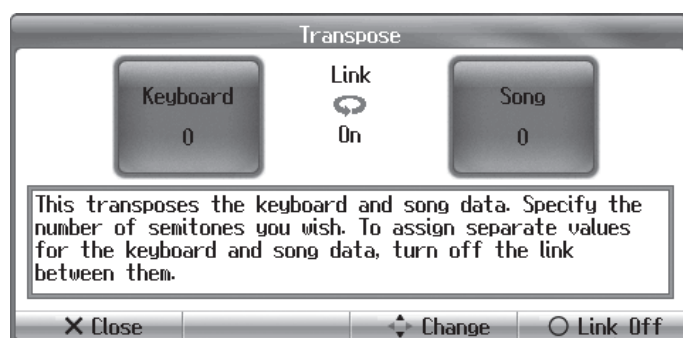
The “Transpose” function makes it easy to do the following.

- When accompanying a vocalist, you can transpose the pitch to a range that’s comfortable for the vocalist, while still playing the notes as written (i.e., with the same fingering positions).
- If a song is written in a difficult key containing numerous sharps (♯) or flats (♭), you can play it in a key that’s easier for you.



1. Press the [Transpose] button.

If the setting is anything other than 0, the [Transpose] button will light.



[O] button
Switches “Link” on/off.

MEMO

You can use the [Transpose] button to switch the Transpose function on/off (if the transpose setting is anything other than “0”).

Example: The song is written in the key of E, but you want to play it using the fingering of the key of C

If you want the C key to produce the E pitch, set the “Keyboard” transpose setting to “+4.”

Separately Transposing the Keyboard and the Song Data

If Link is turned off, the notes played on the keyboard and the notes of the song data (notation) can be transposed separately.

1. Press the [O] button.

The Link setting will change. If Link is “off,” the keyboard and the song data can be transposed separately.

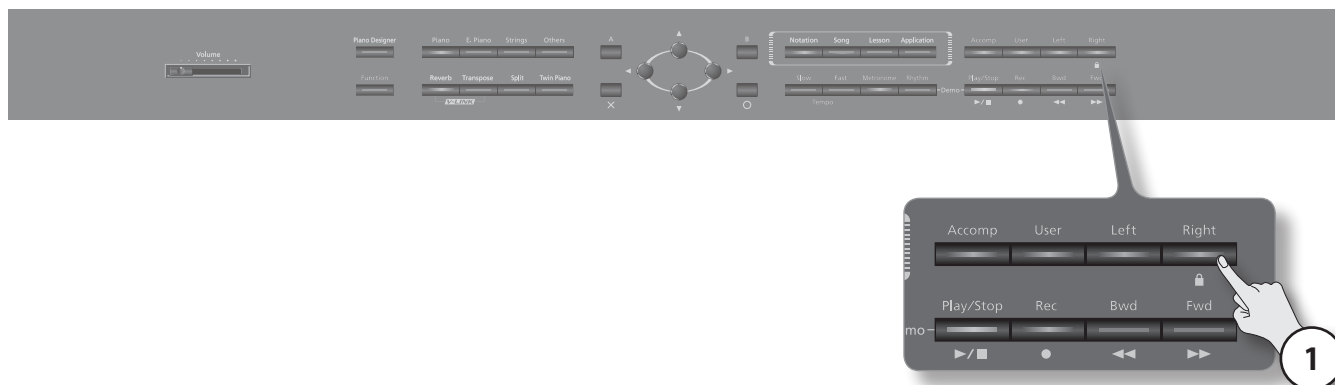
MEMO

When you switch songs or turn off the power, the transpose setting will return to “0.”

Disabling the Buttons


The “Panel Lock” function helps you prevent unintended changes in settings, which otherwise might occur if you were to press a button by mistake during a performance.

When you activate Panel Lock, all buttons will be disabled.



1. Hold down the [Right] button for several seconds.

Panel Lock will be turned on.

In this state, a “” symbol is shown in the upper right of the screen, and all buttons will be disabled.

To release Panel Lock, once again hold down the [Right] button for several seconds.

MEMO

- Panel Lock will be cancelled when you turn off the power.
- If you turn Panel Lock on while a song is playing or being recorded, playback or recording will stop.
- You can't turn Panel Lock on while in the Function screen (p. 24) or the Demo screen.

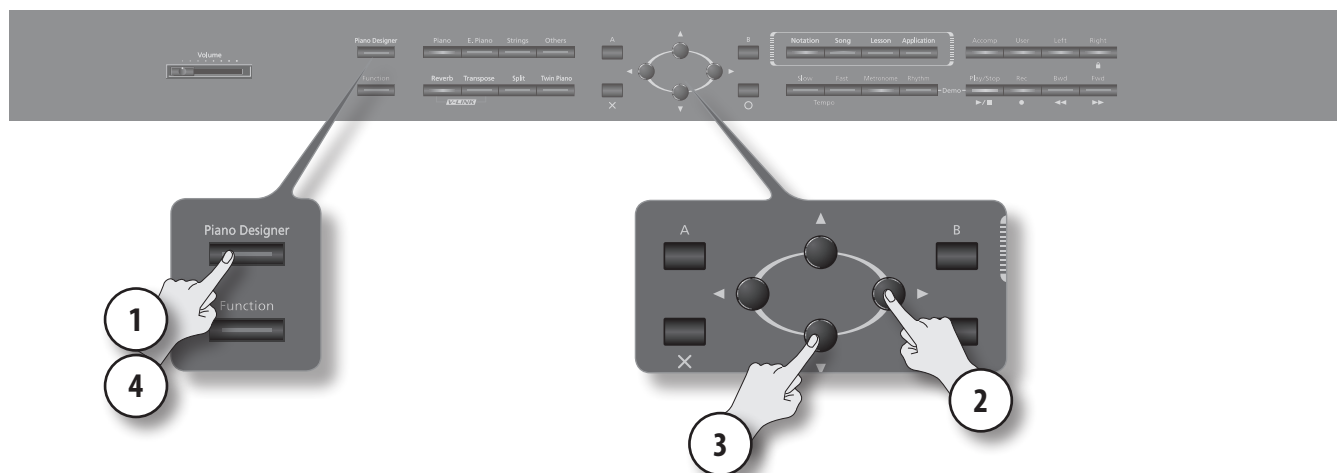
Creating Your Own Piano Sound

What is Piano Designer?

The HPI-7F lets you create your own personalized piano sound by editing the many elements that affect the sound of a grand piano, such as the strings, pedal, keyboard resonances, and key weight.

This is called the “Piano Designer” function.

Using Piano Designer



1. Press the [Piano Designer] button (p. 23).

The [Piano Designer] button will light, and the “Piano Designer” screen will appear.



2. Use the cursor buttons to select the item that you want to edit, and press the [O] button.

3. Use the cursor up/down buttons to edit the setting.

If there is more than one editable item, use the cursor left/right buttons to select other items.

4. Press the [x] button to return to the “Piano Designer” screen. If you also want to edit other settings, repeat steps 2–4.

5. Press the [Piano Designer] button to return to the previous screen.

MEMO

- The edited settings will return to their original values when you turn off the power. If you want, you can have the settings be retained even while the power is turned off (p. 74).
- You can select a demo to hear a demo performance of the piano sound.

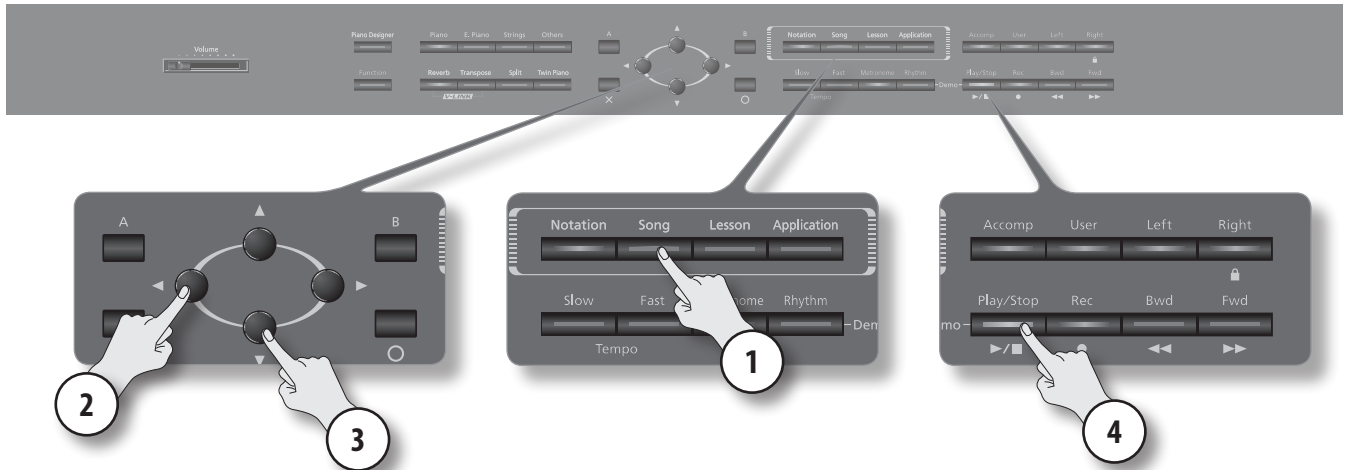
Listening to Songs

Playing Back Songs

Let's listen to the internal songs. The HPI-7F contains a wide variety of internal songs, organized by musical genre.

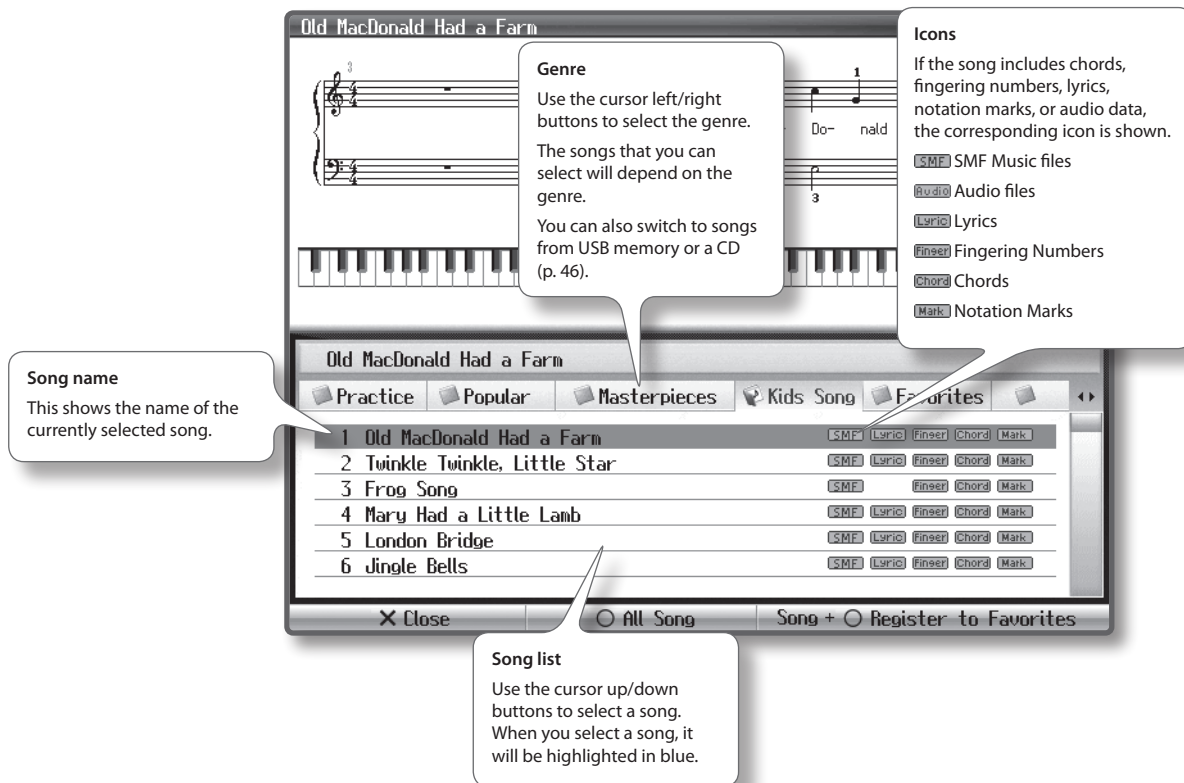
MEMO

- You can also play back songs using a separately sold CD drive or USB memory (p. 46).
- Using these internal songs for any purpose other than personal enjoyment without permission from the copyright holder is a violation of applicable law.



1. Press the [Song] button.

The screen will appear.



- Use the cursor left/right buttons to select a song genre.
- Use the cursor up/down buttons to select the desired song from the song list.
- Press the [Play/Stop] button.

When the song has played to the end, playback will stop.

To pause, press the [Play/Stop] button once again.

The next time you press the [Play/Stop] button, playback will resume from where you paused.

Fast-forward and Rewind

1. **Press the [Fwd] button or the [Bwd] button.**
Each time you press the button, you'll move in steps of one measure. To move continuously, hold down the button.

MEMO

You can also jump to the beginning or end of the song.

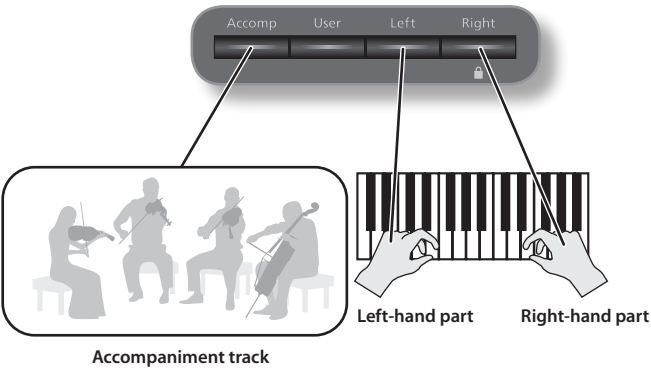
Operation	Button
Jump to beginning of song	Hold down [Play/Stop] and press [Bwd].
Jump to end of song	Hold down [Play/Stop] and press [Fwd].

Playing Back Individual Tracks

You can select and play individual tracks of the internal songs. This is a convenient way to practice each hand individually along with a song.

About Tracks

The following illustration shows how tracks are assigned to the track buttons.



About Muting

"Mute" means to prevent a specific track from producing sound.

MEMO

The [Accompaniment] button will not light if you've selected a song that contains no accompaniment.

1. **Play back a song (p. 41).**
2. **Press the track button of the track that you want to mute.**
The button you pressed will go out, and the specified track will no longer produce sound.
When you press the track button once again so it's lit, that track will once again produce sound.

MEMO

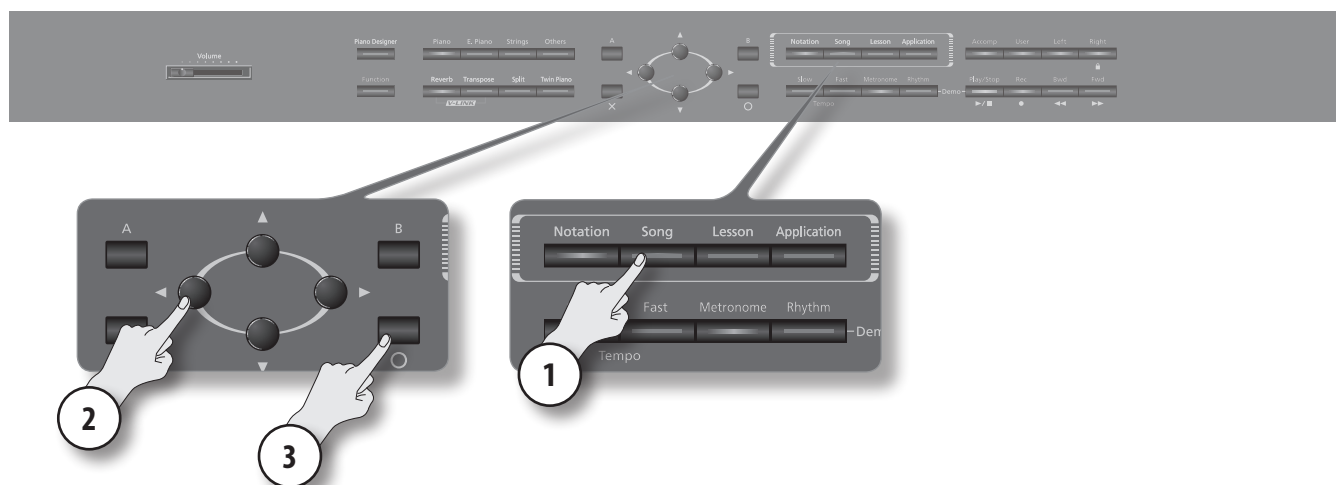
- You can change the degree (volume) of muting (p. 73).
- Mute settings are cancelled when you select a different song.

Practicing Only the Right Hand

1. **Press the [Right] button.**
The right-hand track will be muted, and the [Right] button will go out.
2. **Press the [Play/Stop] button.**
The HPI-7F will play the tracks other than the right-hand track, allowing you to practice just the right hand.

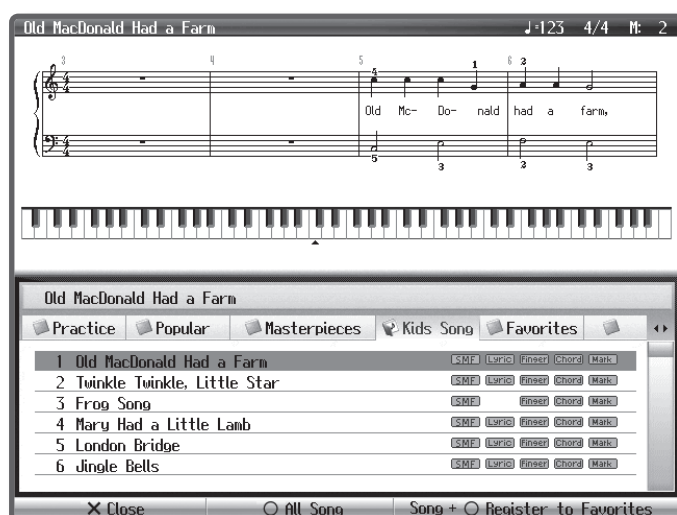
Playing All Songs Consecutively

You can play all of the internal songs successively. This is called "All Song Play."



1. Press the [Song] button.

The screen will appear.



2. Use the cursor left/right buttons to select a song genre.

3. Press the [O] button.

All songs of the selected genre will be played consecutively.

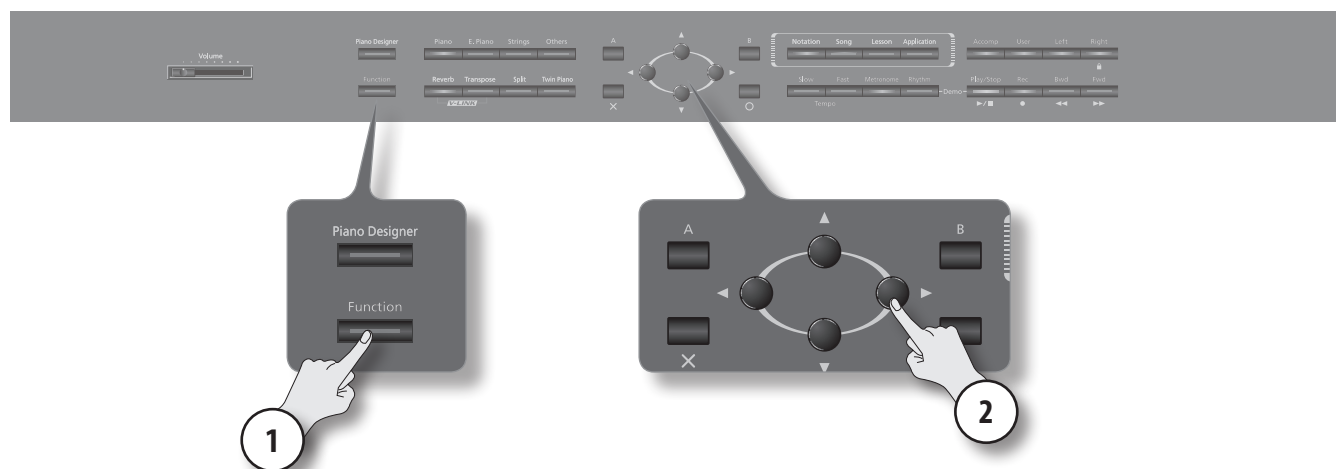
When all songs have finished playing, playback will begin again from the first song.

MEMO

All Song Play will turn off when you stop playback or when you turn off the power.

Adjusting the Song Playback Volume

You can adjust the volume balance between your keyboard playing and the song playback.



1. Press the [Function] button → [Balance] → [O] button (p. 24).
2. Use the cursor left/right buttons.

The volume balance will change.

MEMO

When you turn off the power, the volume balance slider will return to the center position.

Adjusting the Audio File and Music CD Volume

You can adjust the volume of only audio files and music CDs.

1. Press the [Function] button → [Audio Volume] → [O] button (p. 24).
2. Use the cursor up/down buttons to adjust the volume for audio files and music CDs.

Minimizing the Center Sounds in the Playback

When playing back an audio file or music CD, you can minimize the sounds that are heard from the center (e.g., vocals or melody instruments). This is called the "Center Cancel" function.

1. Select an audio file or CD song as described in steps 1–3 of "Playing Songs Saved on External Memory" (p. 46).
2. Press the [Play/Stop] button.
The song will begin playing.
3. Press the [Right] button.

The [Right] button will go out, and the sound of the melody or vocal will be minimized.

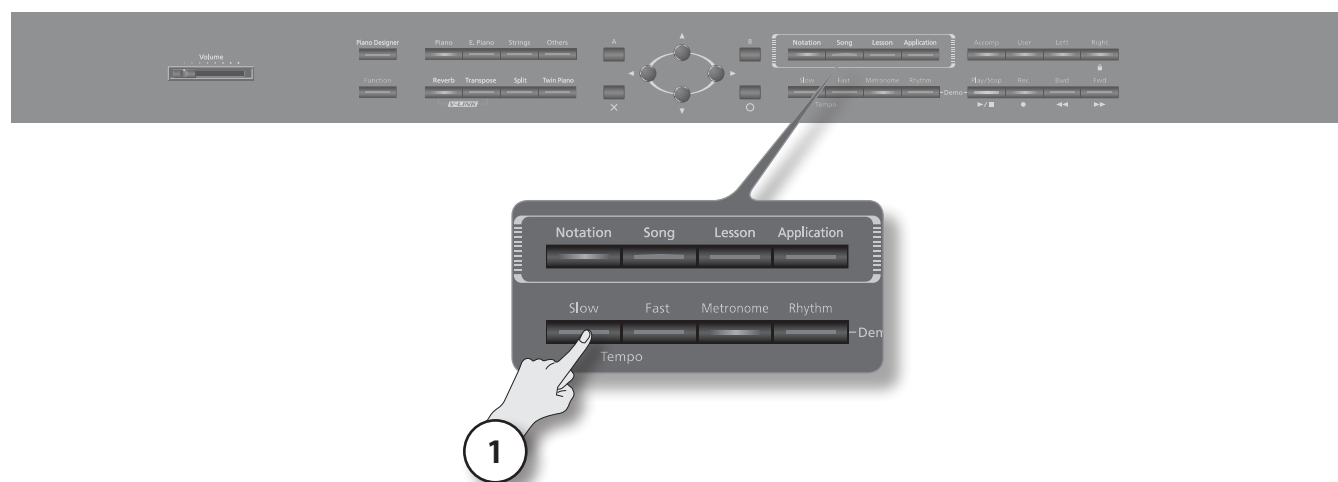
MEMO

- For some songs, sounds heard from the center might not disappear completely.
- To turn off the Center Cancel function, press the [Right] button. Center Cancel will also be turned off when you select a different song.
- For some songs, using Center Cancel might affect the tone quality.

Changing the Tempo of a Song

You may want to change the tempo at which a song plays back.

Even a difficult song containing rapid phrases can be slowed down, allowing you to play along for practice.



1. Press the Tempo [Slow] or [Fast] button.

The tempo will change.

MEMO

- In the Metronome screen (p. 29), you can press the [O] button to make the song play back at a fixed tempo (Tempo Mute), without having to change the song tempo.
- You can also switch Tempo Mute on/off by holding down [Play/Stop] and pressing the [Slow] or [Fast] button.
- To return to the original tempo (default value), press the [Slow] button and [Fast] button simultaneously.

Changing the Tempo of an Audio File or Music CD

You can change the tempo of an audio file or music CD.

1. Select an audio file or CD song as described in steps 1–3 of “Playing Songs Saved on External Memory” (p. 46).
2. Press the Tempo [Slow] button or [Fast] button.

MEMO

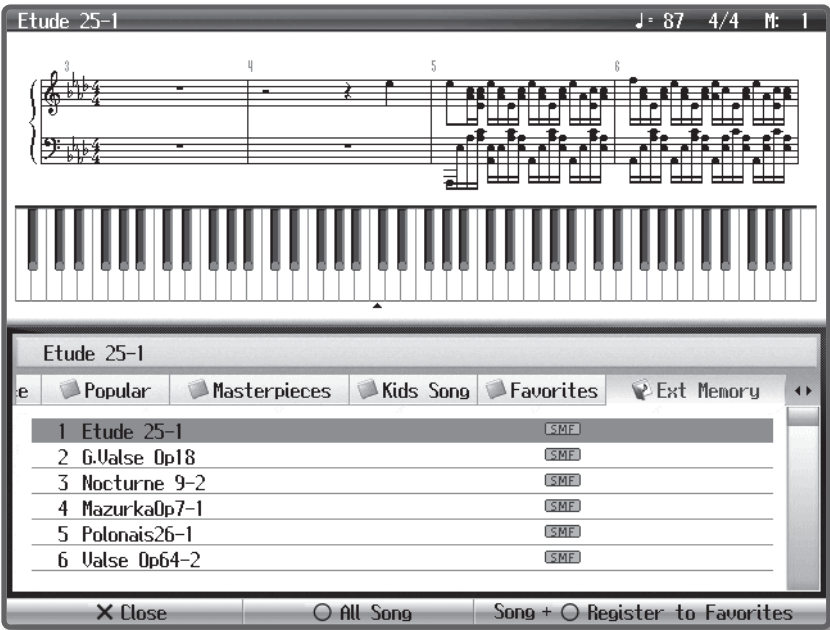
When you turn off the power, this tempo setting will return to “100%.”

Using External Memory

Playing Songs Saved on External Memory

You can play songs from external memory (CD or USB memory).
The following types of songs can be played: music data, audio files, and music CDs.

- 1. Prepare the external memory that contains the song you want to play.
If the song is on a CD, insert it into the CD drive (sold separately). If the song is on USB memory, connect it to the external memory connector (p. 84).
- 2. Press the [Song] button → [External Memory].



- 3. Use the cursor up/down buttons to select the song that you want to play.
- 4. Press the [Play/Stop] button.

If the screen asks “OK to delete Song?”

If you attempt to select another song without saving your recorded performance, the following confirmation message will appear.



If you want to erase the recorded performance	Choose [OK] and press the [O] button.
If you don't want to erase the recorded performance	Press the [x] button, or choose [No] and then press the [O] button. In this case, save your recorded performance to the Favorites or USB memory (p. 55), and then select another song.

Switching the External Memory Setting

In some cases when USB memory or another device is connected to the external memory connector, it might take a while for data to be loaded, or it might not be possible to read data correctly. In such cases, you may be able to solve the problem by switching the external memory mode.

1. **Press the [Function] button → [USB] → [O] button → [Ext Memory Mode] (p. 24).**

For details on the mode, refer to the explanation that appears in the screen.

2. **Use the cursor up/down buttons to select the desired mode.**
3. **When you've changed the setting, turn the power off, then on again.**

MEMO

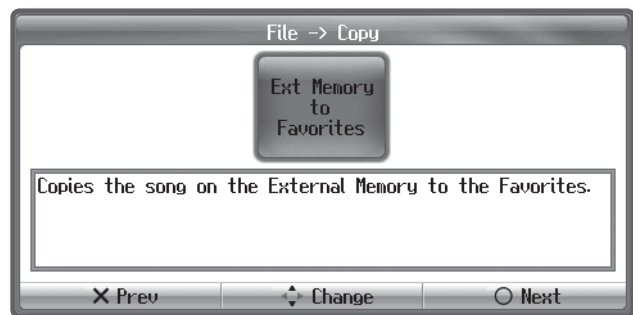
This setting is remembered even when the power is turned off.

Copying a Song

A song saved in Favorites can be copied to USB memory. Conversely, a song saved in USB memory can be copied to the Favorites.

1. Press the [Function] button → [File] → [Copy] → [O] button (p. 24).
2. Use the cursor buttons to select the copy-source location and copy-destination location, and then press the [O] button.

To copy a song from external memory to "Favorites," choose [External Memory to Favorites].



3. Use the cursor up/down buttons to select the song that you want to copy.

MEMO

If you choose "Copy All," all songs at the copy source will be copied.

4. Press the right cursor button.
5. Use the cursor up/down buttons to select the copy-destination song number, and then press the [O] button.

No song has been saved at a song number that has "Empty" shown for its song name.

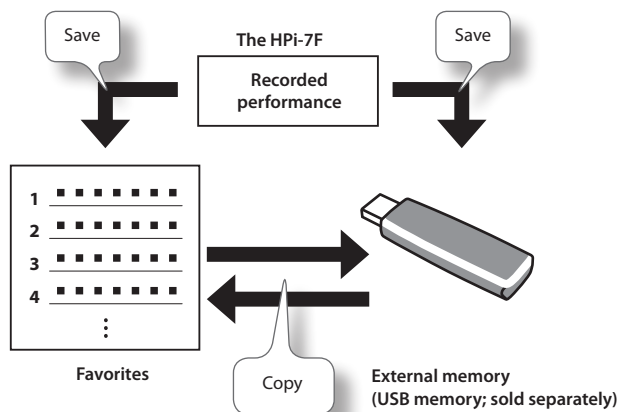
Select a song number at which no song has been saved.

NOTE

Never turn off the power while the screen indicates "Executing ..."

Saving and Copying

A performance you've recorded on the HPi-7F can be saved and copied as follows.



Assigning Markers to a Song for Repeated Practice

You can add markers within a song so that you can move to a marked measure or play back repeatedly between two markers.

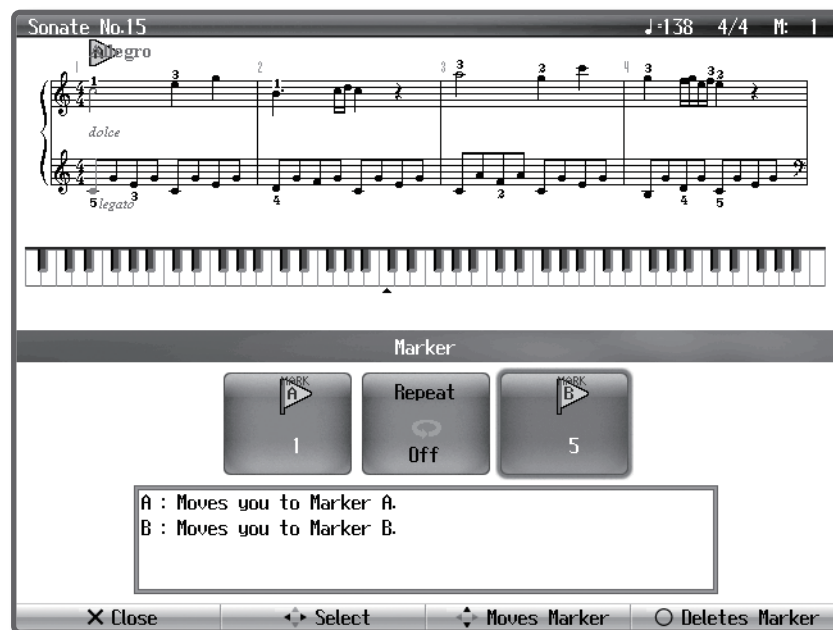
Markers can be added at two locations, A and B.

Assigning a Marker

Before you continue, select the song in which you want to assign a marker (p. 41).

1. Press the [Notation] button, or press the [x] button a number of times to access the "Notation" screen.
2. Press the [Bwd] button or [Fwd] button to move to the measure at which you want to assign a marker.
3. Press the [A] button or [B] button to assign a marker.

The "Marker" screen will appear, and an icon will appear in the notation at the location where the marker was assigned.



MEMO

- You can also assign markers to an audio file or a CD song.
- Marker B cannot be assigned at the same location as marker A or earlier than marker A.

Moving an Assigned Marker

1. Use the cursor left/right buttons to select marker A.
2. Use the cursor up/down buttons to move marker A.

You can also move marker B in the same way.

Jumping to the Location of an Assigned Marker

1. After assigning a marker in the song, press the [A] button or [B] button.

You will move (jump) to the location of the marker.

Playing Repeatedly Between Markers

1. Press the [A] button or [B] button to access the "Marker" screen.
2. Use the cursor left/right buttons to select [Repeat].
3. Use the cursor up/down buttons to turn [Repeat] "on."
4. Press the [Play/Stop] button; playback will repeat between the markers.

Deleting an Assigned Marker

1. Press the [A] button or [B] button to access the "Marker" screen.
2. Use the cursor left/right buttons to select marker A or marker B.
3. Press the [O] button.

Recording Your Performance

You can record your own performance in order to evaluate your playing, or you can play along with a recorded performance.

The HPI-7F lets you do the following types of recording.

SMF recording	<p>The song will be recorded in SMF format.</p> <ul style="list-style-type: none">• Record just your own keyboard performance• Record a performance that uses rhythm• Record a performance along with an internal song or SMF music data from USB memory or CD <p>After reading "Getting Ready to Record" (p. 52), please read "Recording a Song in SMF Format" (p. 53).</p>
Audio recording	<p>The song will be recorded in audio format.</p> <ul style="list-style-type: none">• Record just your own keyboard performance• Record a performance that uses rhythm• Record a performance along with an internal song or SMF music files from USB memory or CD• Record a performance along with an audio song from USB memory or CD• Record a performance along with a song from a music CD• Record a performance with a vocal <p>After reading "Getting Ready to Record" (p. 52), please read "Recording a Song in Audio Format" (p. 59).</p>

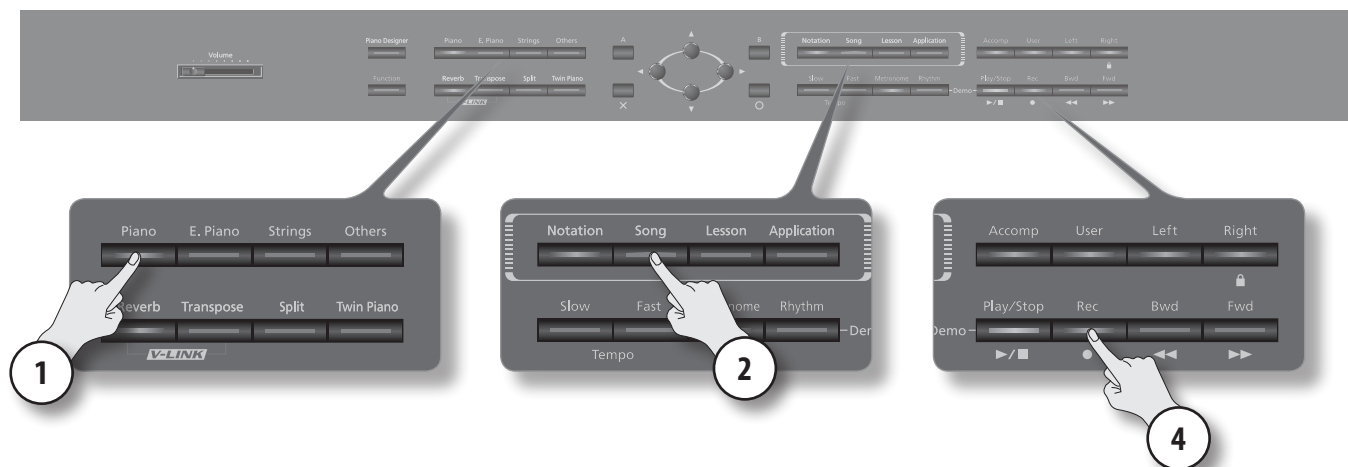
If the screen asks "OK to delete Song?"

If you attempt to record a new song without saving your previously recorded performance, the following confirmation message will appear.



If you want to erase the recorded performance	Choose [OK] and press the [O] button.
If you don't want to erase the recorded performance	Press the [X] button, or choose [No] and then press the [O] button. In this case, save your recorded performance to the Favorites or USB memory (p. 55, p. 59) before you record the new song.

Getting Ready to Record



1. Select the tone that you want to play (p. 27).
2. Press the [Song] button.
3. Press the cursor up button a number of times until “New Song” appears as the song name in the screen.
4. Press the [Rec] button.

The following message will appear.



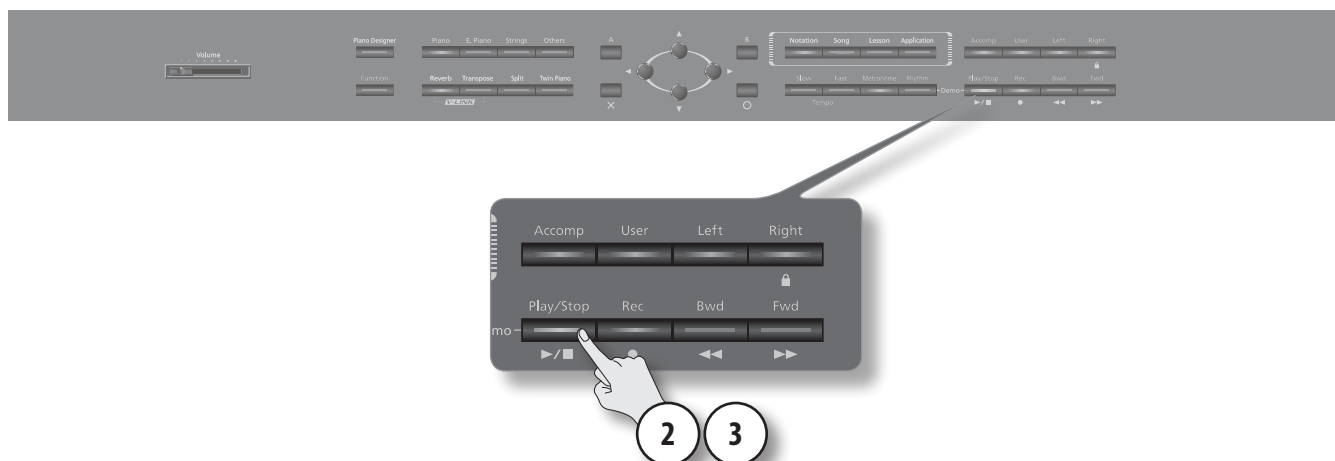
5. Use the cursor left/right buttons to select the recording format, and then press the [O] button.

The [Rec] button will light, the [Play/Stop] button will blink, and the HPi-7F will enter recording-standby mode.

If you decide to cancel recording, press the [Rec] button once again.

Format	Explanation
SMF	The song will be recorded in SMF format. For an explanation of the subsequent steps, refer to “Recording a Song in SMF Format” (p. 53).
Audio	The song will be recorded in audio format. For an explanation of the subsequent steps, refer to “Recording a Song in Audio Format” (p. 59).

Recording a Song in SMF Format



1. Make preparations for recording as described in “Getting Ready to Record” (p. 52). Choose “SMF” as the recording format.
2. If desired, turn on the metronome (p. 29).
3. Press the [Play/Stop] button.

A two-measure count will be heard (the measure number will indicate “-2” and then “-1”), and then recording will begin.

When recording begins, the [Rec] button and the [Play/Stop] button will light.

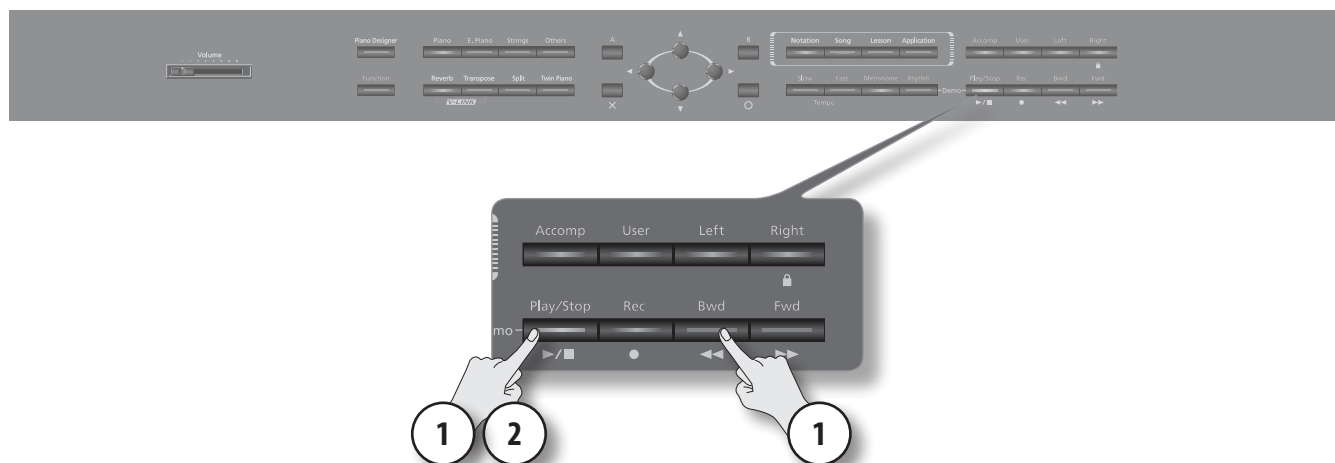
MEMO

If desired, you can start recording by playing the keyboard while the HPI-7F is in recording-standby mode; recording will begin the instant you play the keyboard. In this case, no count will be heard.

4. Press the [Play/Stop] button.

Recording will stop.

Listening to the Recorded Performance



1. **Hold down the [Play/Stop] button and press the [Bwd] button.**

You'll return to the beginning of the recorded performance.

MEMO

You can also return to the beginning of the recorded performance by holding down the [Bwd] button.

2. **Press the [Play/Stop] button.**

The recorded performance will play back.

To stop playback, press the [Play/Stop] button once again.

MEMO

If you hold down the [Metronome] button and press the [Play/Stop] button, a two-measure count (count-in) will be heard before playback begins.

NOTE

The performance you recorded will disappear when you turn off the power. If you don't want to lose the recorded performance, save it to the Favorites or USB memory (p. 55).

Erasing a Performance Recorded on a Specific Track

1. **Hold down the track button that has the performance you want to erase, and press the [Rec] button.**

The performance recorded at the track button you pressed will be erased.

Saving a Recorded Performance

The performance you've recorded can be saved to the Favorites.

NOTE

If you turn off the power of the HPI-7F without saving the performance you recorded, that performance will be lost.

If you don't want to lose the recorded performance, save it to the Favorites.

MEMO

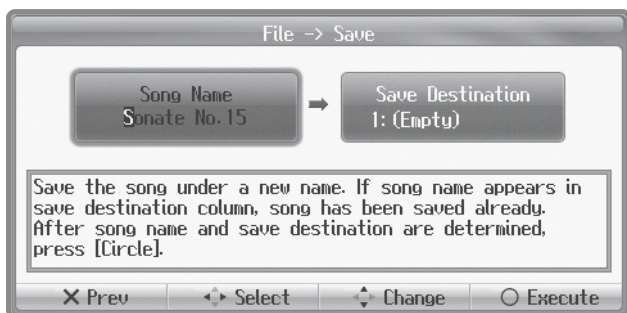
You can also save a song to USB memory (sold separately) (p. 48).

1. Press [Function] button → [File] → [O] button → [Save] → [O] button (p. 24).



2. Use the cursor up/down buttons to specify the save-destination, and then press the [O] button.

A screen where you can change the song name will appear.



3. Use the cursor left/right buttons to select the character that you want to change, and use the cursor up/down buttons to change the character.
4. When you've assigned a name, press the right cursor button to select [Save Destination].
5. Use the cursor up/down buttons to select the desired save-destination number.
No song has been saved at song numbers whose song name field indicates "unused."
Select a song number at which no song has been saved.
6. Press the [O] button.

The song will be saved.

NOTE

- If you select a song number for which a song name is shown, the currently saved song will be overwritten.
- Never turn off the power while the screen indicates "Executing..."

Advanced Recording Methods

Recording Each Hand Separately

By recording your left-hand performance at the [Left] button and your right-hand performance at the [Right] button, you can record a performance separately for each hand. You are also free to re-record each hand independently.

- 1. **Make preparations for recording as described in “Getting Ready to Record” (p. 52). Choose “SMF” as the recording format.**
- 2. **Press the button of the track you don’t want to record, so the button’s indicator is turned off.**
- 3. **Press the [Play/Stop] button.**
A two-measure count will be heard (the measure number will indicate “-2” and then “-1”), and then recording will begin.
When recording begins, the [Rec] button and the [Play/Stop] button will light.

MEMO

If desired, you can start recording by playing the keyboard while the HPI-7F is in recording-standby mode; recording will begin the instant you play the keyboard. In this case, no count will be heard.

- 4. **Press the [Play/Stop] button.**
Recording will stop.

How Track Buttons Correspond to the Recorded Performances

The recorded performances are assigned to the track buttons as follows.

Normal performance (playing a single tone on the entire keyboard) / Dual Play

Track buttons	Recorded performance
Record with only one button specified	The performance will be recorded on the specified track.
Record with multiple buttons specified	The performance will be recorded on only one track. Recording will occur on one track in the following priority order: [User] button → [Right] button → [Left] button → [Accomp] button

Twin Piano (p. 36) / Split Play (p. 34)

Track buttons	Recorded performance	
	Twin Piano	Split Play
[Right] button	Right section	Right-hand tone
[Left] button	Left section	Left-hand tone

Overdubbing

1. Hold down the [Play/Stop] button and press the [Bwd] button.

You'll return to the beginning of the recorded performance.

MEMO

You can also return to the beginning of the recorded performance by holding down the [Bwd] button.

2. Press the [Rec] button.

The following message will appear.



The [Rec] button will light, the [Play/Stop] button will blink, and the HPI-7F will enter recording-standby mode.

If you decide to cancel recording, press the [Rec] button once again.

3. Press the track buttons ([Accomp], [User], [Left], [Right]) so the indicator for the track you want to record is blinking.
4. Press the [Play/Stop] button.

A two-measure count will be heard (as the measure number, "-2" is shown, then "-1"), and then recording will begin.

When recording begins, the [Rec] button and the [Play/Stop] button will light.

MEMO

If desired, you can start recording by playing the keyboard while the HPI-7F is in recording-standby mode; recording will begin the instant you play the keyboard. In this case, no count will be heard.

5. Press the [Play/Stop] button.

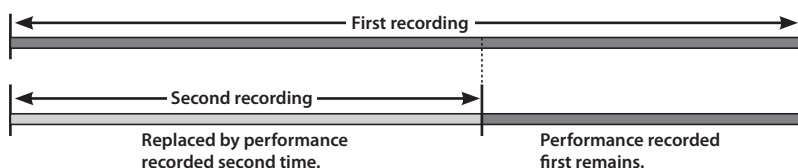
Recording will stop.

MEMO

When you overdub-record without erasing the previously recorded performance, the song's tempo and time signature will remain as they were initially recorded.

About re-recording

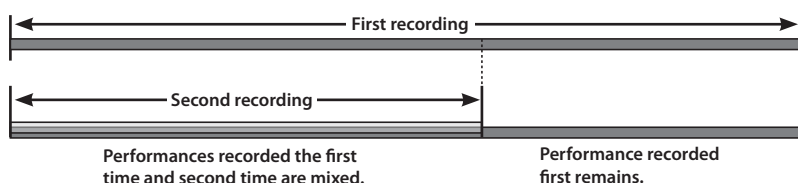
If the record mode is set to "Replace Recording" (p. 81), and you select and record on an already recorded track, the new performance will be overwritten onto that track. This means that the previously recorded performance will be lost.



MEMO

If you want to record a new performance, you must first erase the previously recorded performance (p. 51).

If the record mode is set to "Mix Recording" (p. 81), and you select and record on an already-recorded track, your new performance will be mixed with the previously recorded performance.



Recording Along with a Song

You can record your performance while playing along with an internal song or a song saved in Favorites.

When you play the keyboard on the track you selected with the track buttons, your performance will be recorded.

1. Select the song that you want to play along with (p. 41).

For this example, select an SMF-format song.

2. Select the tone that you want to play (p. 27).

3. Specify the recording tempo (p. 45).

MEMO

- The tempo of the recording will be the tempo you specified.
- The time signature of the recording will be the time signature of the selected song.

4. Press the [Rec] button → [SMF] → [O] button.

The [Rec] button will light, the [Play/Stop] button will blink, and the HPi-7F will enter recording-standby mode.

If you decide to cancel recording, press the [Rec] button once again.

5. Press the track buttons ([Accomp], [User], [Left], [Right]) so that the track you want to record is blinking.

6. Press the [Play/Stop] button.

A two-measure count will be heard (the measure number will indicate “-2” then “-1”), and then recording will begin.

When recording starts, the [Rec] button and the [Play/Stop] button will light.

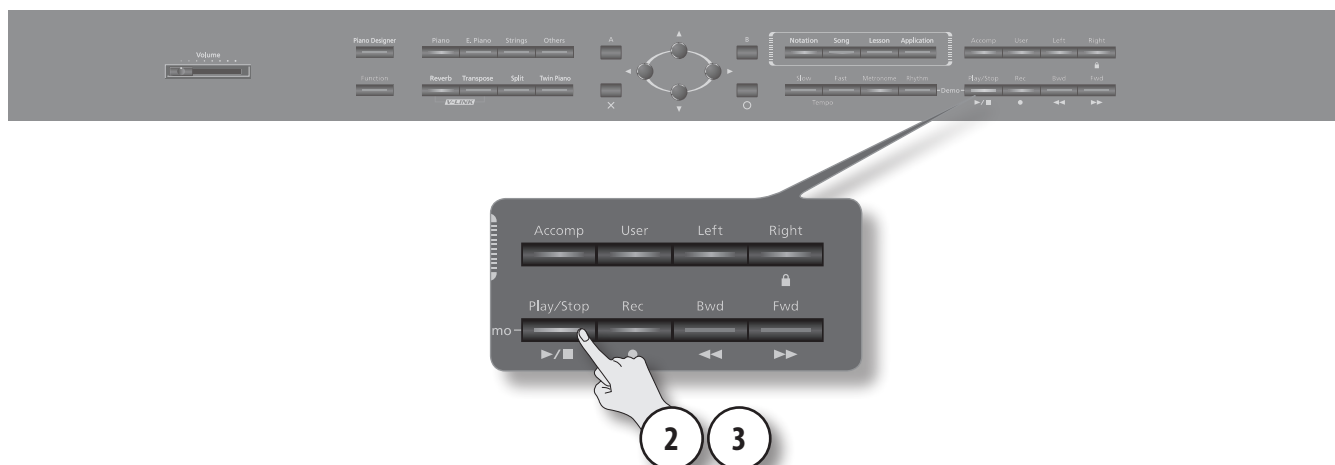
MEMO

If desired, you can start recording by playing the keyboard while the HPi-7F is in recording-standby mode; recording will begin the instant you play the keyboard. In this case, no count will be heard.

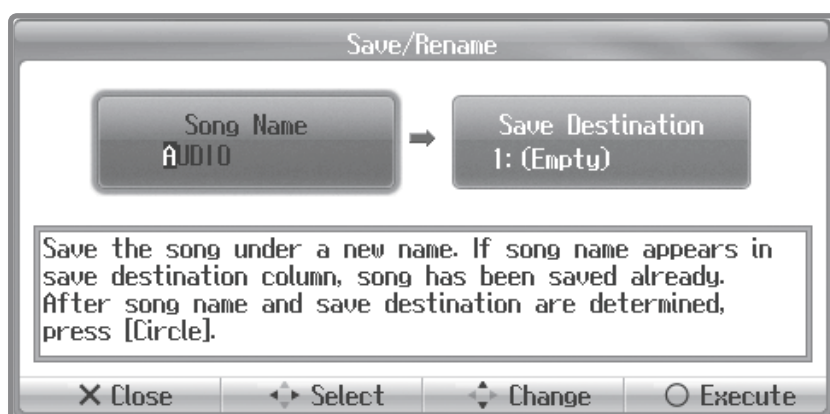
7. Press the [Play/Stop] button.

Recording will stop.

Recording a Song in Audio Format

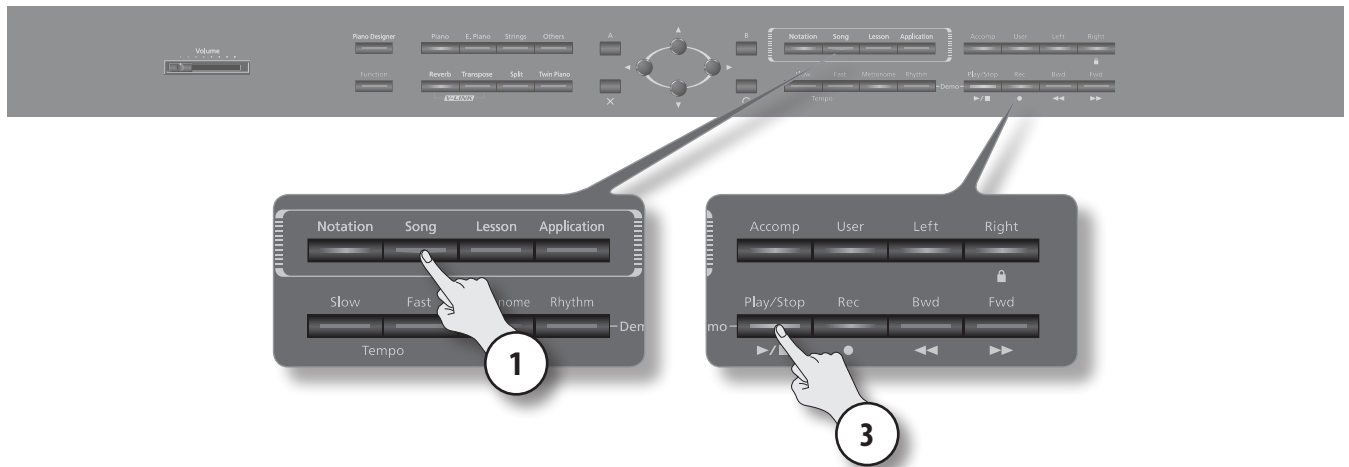


1. Make preparations for recording as described in "Getting Ready to Record" (p. 52) and choose "Audio" as the recording format.
2. Press the [Play/Stop] button.
When recording begins, the [Rec] button and the [Play/Stop] button will light.
3. Press the [Play/Stop] button.
Recording will stop, and the "Save/Rename" screen will appear.



4. Use the cursor left/right buttons to select the character that you want to change, and use the cursor up/down buttons to change the character.
5. When you've assigned the desired name, press the [O] button.
The song will be saved.

Listening to the Recorded Performance



1. Press the [Song] button.
2. Use the cursor left/right buttons to select [Favorites].
3. Use the cursor up/down buttons to select a saved song.
4. Press the [Play/Stop] button.
The recorded performance will play back.
Playback will stop when you press the [Play/Stop] button once again.

Recording Along with a Song

You can record a performance that you play while listening to an internal song or a song saved in Favorites.

MEMO

You can't record a performance that you play while listening to audio data.

1. Select the song that you want to play along with (p. 41).
In this case, select an SMF-format song.
2. Select the tone that you want to play (p. 27).
3. Specify the speed of the song that you want to play along with (p. 45).

MEMO

The recording will be at the speed of the song you specify.

4. Press the [Rec] button → [Audio] → [O] button.
The [Rec] button will light, the [Play/Stop] button will blink, and the HPi-7F will enter recording-standby mode.
If you decide to cancel recording, press the [Rec] button once again.
5. Press the [Play/Stop] button.
When recording starts, the [Rec] button and the [Play/Stop] button will light.
6. Press the [Play/Stop] button.
Recording will stop, and the "Rename" screen will appear.
7. Use the cursor left/right buttons to select the character that you want to change, and use the cursor up/down buttons to change the character.
8. When you've assigned the desired name, press the [O] button.
The song will be saved.

Deleting a Saved Song

Here's how to delete a song that you saved to the Favorites or to USB memory (sold separately).

MEMO

If you want to delete all songs that were saved to the Favorites, initialize the memory (p. 74).

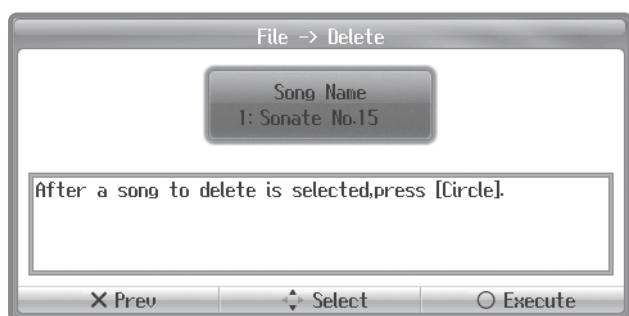
1. Press the [Function] button → [File] → [O] button → [Delete] → [O] button (p. 24).

A screen will appear, allowing you to select the location in which the song is saved.



2. Use the cursor up/down buttons to select the location in which the song is saved, and press the [O] button.

A screen will appear, allowing you to select the song to delete.



3. Use the cursor up/down buttons to select the number of the song you want to delete, and then press the [O] button.

The selected song will be deleted.

If you decide to cancel without deleting, press the [x] button.

NOTE

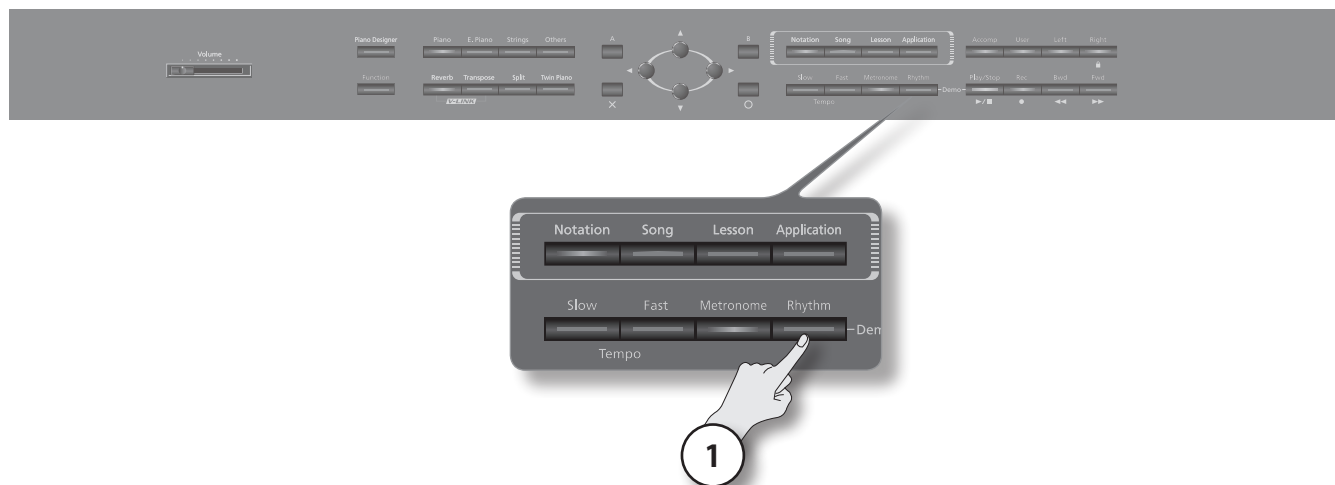
- Never turn off the power while the screen indicates "Executing..."
- A deleted song cannot be recovered.

Performing with Rhythm

The HPI-7F lets you enjoy performing while you listen to rhythms in a variety of styles.

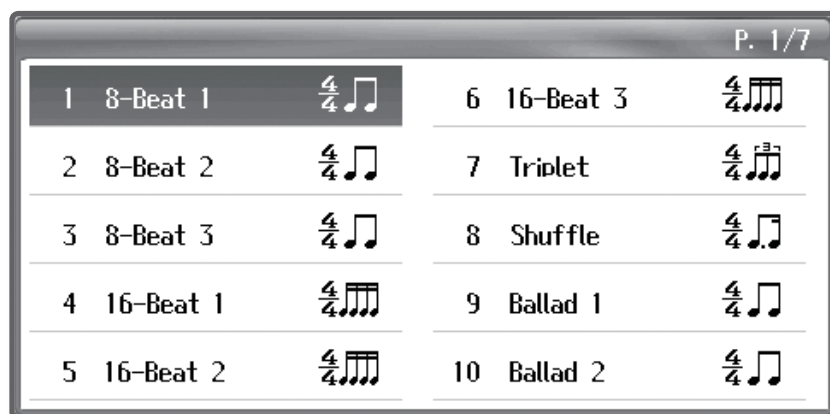
Selecting Rhythms

A wide variety of rhythms are built into the HPI-7F.



1. Press the [Rhythm] button.

The [Rhythm] button will light, and a "Rhythm" screen will appear.

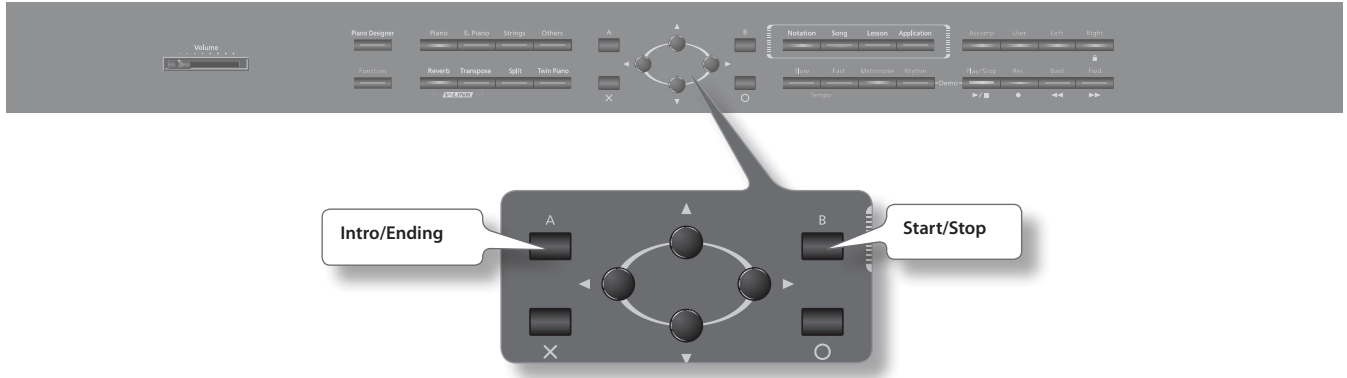


2. Use the cursor buttons to select the Rhythm Pattern.

Playing Rhythms

You can start the rhythm in either of two ways: press the [B] (Start/Stop) button, or play the keyboard to make the rhythm start immediately (Sync Start).

You can also make the rhythm start with an intro, or stop with an ending.



Starting the Rhythm by Pressing a Button

Start without an intro

1. Press the [B] (Start/Stop) button.

The rhythm will start.

Start with an intro

1. Press the [A] (Intro/Ending) button.
2. Press the [B] (Start/Stop) button.

An intro will play, and then the rhythm will play.

Starting the Rhythm by Playing the Keyboard

You can make the rhythm start the moment you play the keyboard. This is called "Sync Start."

Sync Start without an intro

1. Press the [A] and [B] buttons simultaneously.
2. Play in the left-hand section of the keyboard.

Synchro Start will be on.

The rhythm will start.

Sync Start with an intro

1. Press the [A] (Intro/Ending) and [B] (Start/Stop) buttons simultaneously.
2. Press the [A] (Intro/Ending) button.
3. Play in the left-hand section of the keyboard.

Synchro Start will be on.

The rhythm will start.

Changing the Tempo of the Rhythm

You can change the tempo of the rhythm or the automatic accompaniment (p. 65).

1. **Use the Tempo [Slow]/[Fast] buttons to adjust the tempo of the rhythm.**

By pressing the [Slow] and [Fast] buttons simultaneously, you can return to the standard tempo of the selected rhythm.

The tempo value is shown in the screen.

Stopping the Rhythm

Stopping the rhythm by pressing a button

1. **Press the [B] (Start/Stop) button.**

The rhythm will stop.

Stopping the rhythm by adding an ending

1. **Press the [A] (Intro/Ending) button.**

An ending will play, and then the rhythm will stop.

Using Automatic Accompaniment

The HPI-7F can automatically generate an accompaniment that's suitable for the selected rhythm and the chords you play in the left-hand section of the keyboard. This function is called "Automatic Accompaniment."

1. **Select a rhythm as described in "Selecting Rhythms" (p. 62).**
2. **Press the [O] button.**
3. **Use the cursor left/right buttons to select [Arranger].**
4. **Use the cursor up/down buttons to choose [On].**
5. **Press the [×] button.**

You will return to the Rhythm screen.

6. **Start the rhythm as described in "Playing Rhythms" (p. 63).**

The automatic accompaniment will begin playing together with the rhythm.

Applying Effects to a Microphone Vocal

You can apply effects to your voice via a connected microphone. The effects applied to your voice are called "Vocal Effects."

Adding Harmony to Match the Song

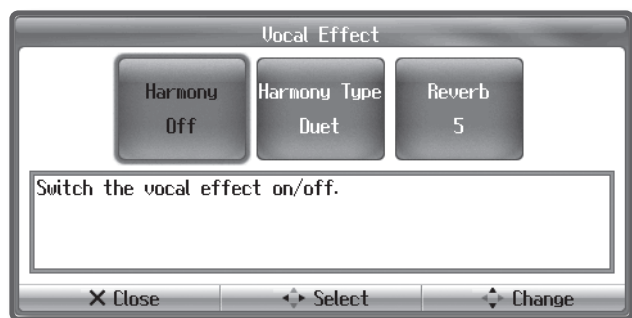
When singing along with a song that contains "chord data," you can add harmony to your voice.

If the song contains chord data, there will be an indication of "Chord" for the song name of the internal song or the VIMA TUNES (VIMA CD-ROM) song name.

MEMO

If you're playing back a song that does not have the "Chord" indication for its song name, the harmony will be added according to the chords that you play on the keyboard.

1. Press the [Function] button → [Vocal Effect] → [O] button (p. 24).



2. Use the cursor left/right buttons to select "Harmony."
3. Use the cursor up/down buttons to select "On."
4. Use the cursor left/right buttons to select "Harmony Type."
5. Use the cursor up/down buttons to select one of the following settings.

Setting	Explanation
Duet	One voice of harmony will be added to your vocal.
Trio	Two voices of harmony will be added to your vocal.
Quartet	Three voices of harmony will be added to your vocal.

MEMO

You can assign the function of switching harmony on/off to a pedal (p. 73).

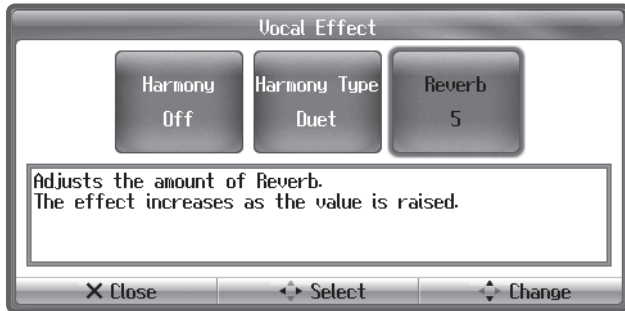
6. Press the [x] button to complete the settings.
7. Use the cursor buttons to select a song for which "Chord" is indicated.
8. Press the [Play/Stop] button to play the song.
9. Sing into the microphone.

Harmony will be added to your voice as appropriate for the song.

Adding Reverberation to Your Voice

You can apply reverb (reverberation) to your voice in the microphone. This will add a pleasant-sounding richness to your vocal performance.

1. Press the [Function] button → [Vocal Effect] → [O] button (p. 24).
2. Use the cursor left/right buttons to select "Reverb."



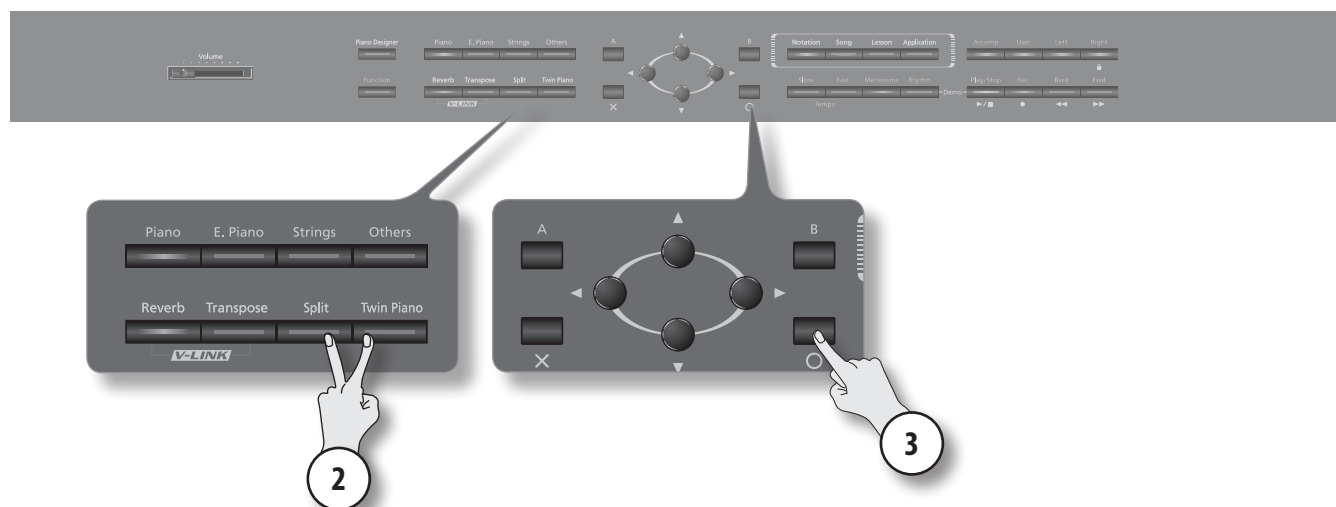
3. Use the cursor up/down buttons to select the desired setting.
4. Press the [X] button to complete the settings.
5. Sing into the microphone.

Reverb will be applied to your voice.

Saving User Programs

Saving User Programs

You can save the settings of the currently selected tone buttons and the automatic accompaniment settings as a single set for instant recall when desired. These are called "User Program," and you can store 40 such settings in internal memory.



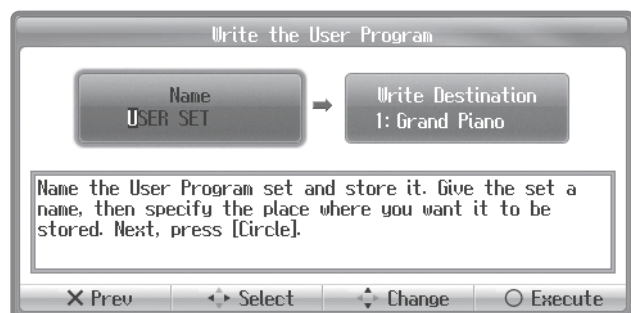
1. Make the desired accompaniment style and tone settings (p. 62, p. 27).

2. Hold down the [Split] button and press the [Twin Piano] button.

The "User Program" screen will appear.

3. Press the [O] button.

The "Write the User Program" screen will appear.



4. Enter a name for your "User Program." Use the cursor left/right buttons to select the character that you want to change, and use the cursor up/down buttons to change the character.

MEMO

If you don't want to change the name of your user program, proceed to step 5.

5. Press the right cursor button a number of times to select "Write Destination."

6. Use the cursor up/down buttons to select the storage-destination number.

7. Press the [O] button.

The current settings will be stored as "User Program."

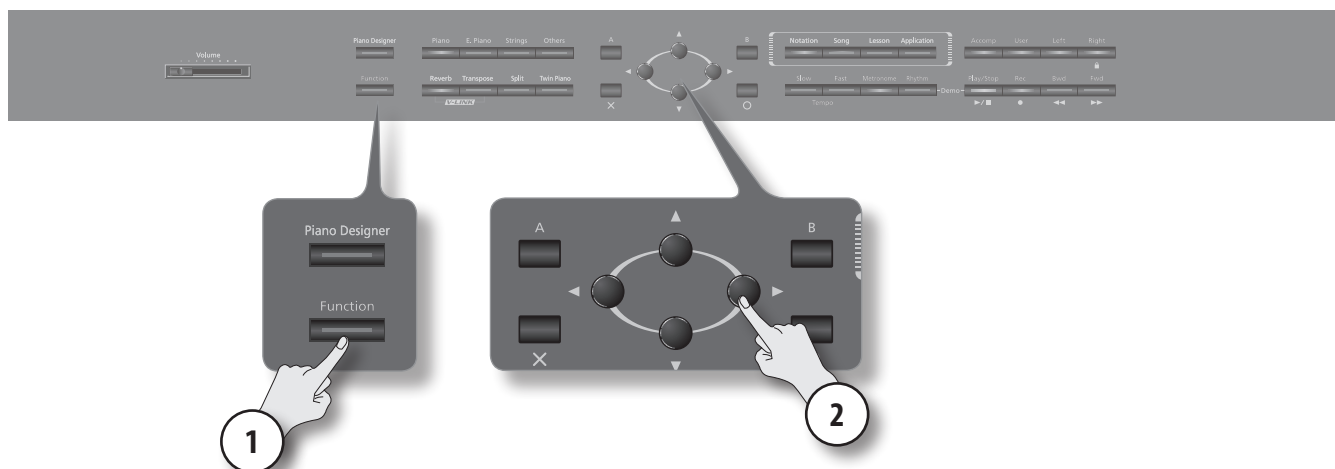
NOTE

Never turn off the power while the screen indicates "Executing..."

MEMO

To return the "User Program" to the factory-set condition, refer to "Restoring the Factory Settings" (p. 75).

Recalling User Programs



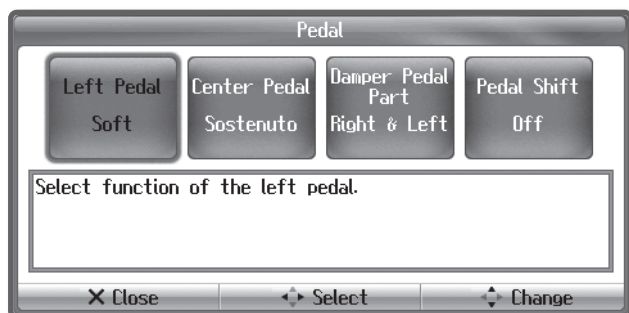
1. Press the [Function] button → [User Program] → [O] button.
The “User Program” screen will appear.
2. Use the cursor buttons to select the user program that you want to recall.
The current performance settings will change to the user program that you select.

Using a Pedal to Recall User Programs

You can use a pedal to successively step through “user program.” This is called the “Pedal Shift” function.

Before you continue, you should store your “User Program” in the order in which you want to recall them, so that the settings for the next song can be recalled simply by pressing the pedal.

1. Press the [Function] button → [Pedal] → [O] button (p. 24).
The “Pedal” screen will appear.



2. Use the cursor left/right buttons to select “Pedal Shift.”
3. Use the cursor up/down buttons to change the setting.

Setting	Explanation
Off	The pedals will perform the functions that are assigned to them.
Left pedal	The left pedal will operate only to switch the user program. The function originally assigned to the left pedal will be unavailable.
Center pedal	The center pedal will operate only to switch the user program. The function originally assigned to the center pedal will be unavailable.

Saving a User Program Set to Memory

The 40 user programs you've stored in the HPI-7F can be saved as a single set of 40 user programs to USB memory or to internal memory.

MEMO

If you want to save the set to USB memory, connect your USB memory to the external memory connector before you proceed.

1. Press the [Function] button → [User Program File] → [O] button → [Save] → [O] button (p. 24).

The "User Program File" screen will appear.

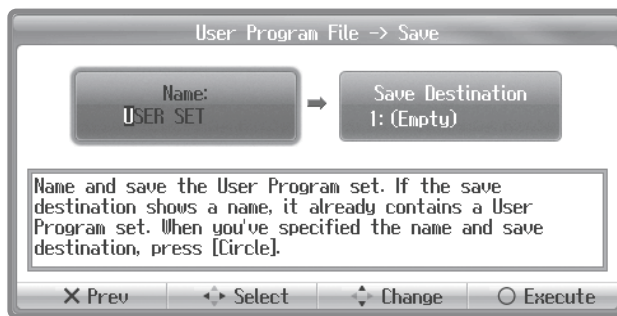


2. Use the cursor up/down buttons to choose the save-destination memory, and then press the [O] button.

MEMO

If USB memory is not connected to the external memory connector, you won't be able to choose "external memory" as the save-destination.

3. Specify a name for the User Program Set settings. Use the cursor left/right buttons to select the character that you want to change, and use the cursor up/down buttons to change the character.



MEMO

If you don't need to rename the user program set, simply proceed to step 4.

4. Press the right cursor button a number of times to select "Save destination."
5. Use the cursor up/down buttons to select the save-destination number.

A user program set has already been saved for numbers at which a name is already displayed.

If you select a number at which a user program set has already been saved, the previously saved set will be erased.

If you don't want to erase the previously saved user program set, choose a number for which "(Empty)" is displayed.

6. Press the [O] button.

The user program set will be saved to the number you specified.

NOTE

Never turn off the power or disconnect the USB memory while the screen indicates "Executing..."

Loading a User Program Set

Here's how a user program set you saved to USB memory or to internal memory can be loaded into the HPI-7F.

MEMO

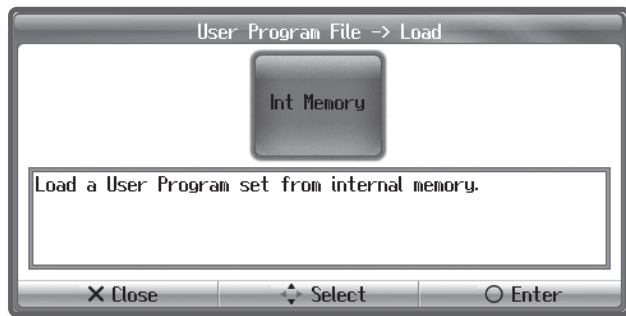
If you're loading from USB memory, connect the USB memory to the external memory connector before you continue.

NOTE

Be aware that when you load a user program set, all of the user program in the HPI-7F will be overwritten and lost.

1. Press the [Function] button → [User Program File] → [O] button → [Load] → [O] button (p. 24).

The "User Program File" screen will appear.



2. Use the cursor up/down buttons to select the memory in which you saved the user program set, and press the [O] button.
3. Use the cursor up/down buttons to select the user program set you want to load, and then press the [O] button.

The selected user program set will be loaded into the HPI-7F.

NOTE

Never turn off the power or disconnect the USB memory while the screen indicates "Loading..."

Deleting a Saved User Program Set

Here's how to delete a user program set that was saved to USB memory or internal memory.

MEMO

If you want to delete a user program set from USB memory, connect the USB memory to the external memory connector before you continue.

1. Press the [Function] button → [User Program File] → [O] button → [Delete] → [O] button (p. 24).

The "User Program File" screen will appear.



2. Use the cursor up/down buttons to select the memory that contains the user program set you want to delete, and then press the [O] button.
3. Use the cursor up/down buttons to select the user program set you want to delete, and then press the [O] button.

The selected user program set will be deleted.

NOTE

Never turn off the power or disconnect the USB memory while the screen indicates "Executing..."

Copying a User Program Set from USB Memory to Internal Memory

Here's how to copy a user program set from USB memory to internal memory.

Conversely, you can also copy a user program set from internal memory to USB memory.

1. **Connect the USB memory from which you want to copy to the external memory connector.**
2. **Press the [Function] button → [User Program File] → [O] button → [Copy] → [O] button (p. 24).**

The "User Program File" screen will appear.



3. **Use the cursor up/down buttons to select the memory from which you want to copy, and then press the [O] button.**
4. **Use the cursor up/down buttons to select the user program set that you want to copy.**

If you choose "All," all sets of user program set in memory will be copied.

5. **Press the right cursor button.**
6. **Use the cursor up/down buttons to select the copy destination.**

A user program set has already been saved to numbers for which a name is shown.

If you copy to a number at which a user program set has already been saved, the previously saved user program set will be deleted.

If you don't want to delete a previously saved user program set, select a number for which "(empty)" is displayed.

7. **Press the [O] button.**

The selected user program set will be copied.

NOTE

Never turn off the power or disconnect the USB memory while the screen indicates "Executing..."

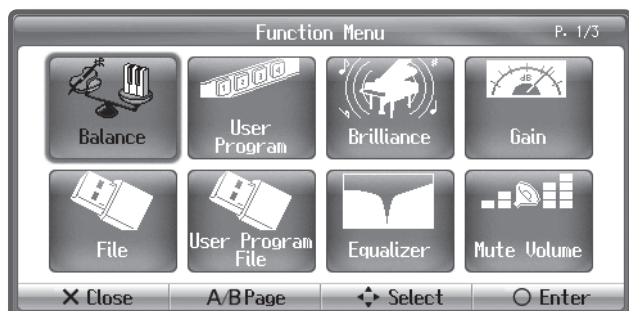
Various Settings

Basic Operations in the Function Screen

The “Function” screen lets you edit various settings for performance and recording.

1. Press the [Function] button.

The [Function] button will light, and the “Function” screen (p. 24) will appear.



2. Use the cursor buttons to select the item whose settings you want to edit.

3. Press the [O] button.

The settings for the selected item will appear.

MEMO

Depending on the item you select, the screen might show additional choices.

4. Use the cursor up/down buttons to edit the setting.

The content of the setting and its explanation are shown in the screen.

5. Press the [×] button.

You will return to the previous screen.

If you want to edit other settings, repeat steps 2–4.

6. Press the [Function] button.

The [Function] button will go out, and you will exit the “Function” screen.

MEMO

- The settings you edit will return to their original state when you turn off the power.
- By using the “Memory Backup” function, you can have these settings be retained even while the power is turned off. For details, refer to “Having Settings Be Retained Even While Power is Turned Off” (p. 74).

Editable Items

Function Menu P. 1/3	Function Menu P. 2/3	Function Menu P. 3/3
Balance	Audio Volume	V-LINK Transmit Channel
File	Recording Mode	CD/Audio Type
User Program	Octave Shift	Slide Show Settings
User Program File	Pedal	Memory Backup
Brilliance	Vocal Effect	Factory Reset
Equalizer	Language	
Gain	MIDI	
Mute Volume	USB	

Initializing Memory

This operation will erase all songs saved in Favorites or in separately sold USB memory.

NOTE

- When you carry out an initialization, all songs saved in Favorites or in USB memory will be erased. This data cannot be recovered after initialization, so be sure to exercise caution before executing this procedure.
- In order to use newly purchased USB memory with the HPI-7F for the first time, you must first initialize (format) the USB memory. USB memory that has not been initialized cannot be used by the HPI-7F.

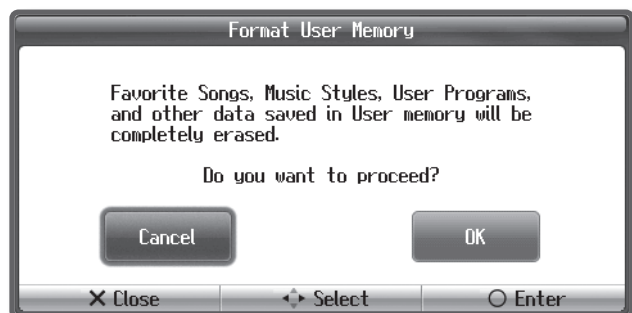
If you want to initialize USB memory, connect the USB memory to the external memory connector before you proceed.

1. Press the [Function] button → [Format] → [O] button (p. 24).
2. Use the cursor up/down buttons to select the memory that you want to initialize.

Indication	Memory to initialize	Initialized content
Internal memory	Favorites	User Programs (p. 70) Songs stored in "Favorites"
External memory	USB memory	Songs in external memory User Programs in external memory (p. 72)

3. Press the [O] button.

A confirmation message will appear.



4. To initialize, use the cursor buttons to select [OK] and then press the [O] button.

Initialization will begin. The entire contents of the selected memory will be erased.

If you select [Cancel] or press the [X] button, you will return to the previous screen without initializing.

Caution when initializing

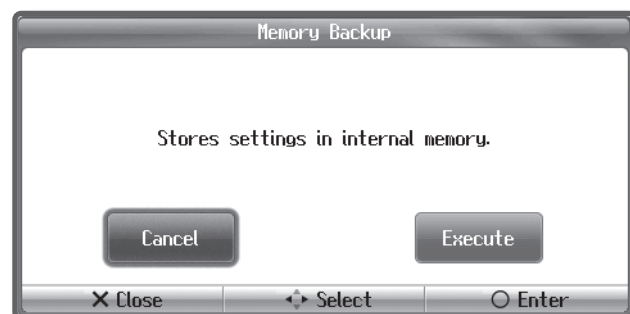
- Never turn off the power while the screen indicates "Executing..."
- Initializing the Favorites will not initialize the settings of the HPI-7F itself. If you want to restore the HPI-7F's settings to their factory-set state, execute Factory Reset (p. 75).
- Do not disconnect the USB memory while USB memory is being initialized.

Having Settings Be Retained Even While Power is Turned Off

Normally, the various function settings will return to their default values when you turn off the power. However, if desired, you can have them be retained even while the power is turned off. This is called the "Memory Backup" function.

1. Press the [Function] button → [Memory Backup] → [O] button.

The following message will appear.



2. Press the right cursor button to select "Execute," and then press the [O] button.

Memory Backup will be executed.

NOTE

Never turn off the power while the screen indicates "Executing..."

Items stored by Memory Backup

- Piano Designer
- Transpose
- Reverb
- Brilliance
- Equalizer
- Metronome
- Language
- Tiwn Piano Mode
- Dual Balance

Restoring the Factory Settings

Here's how the items stored in conjunction with "Having Settings Be Retained Even While Power is Turned Off" (p. 74) can be restored to their factory settings. This is called the "Factory Reset" function.

NOTE

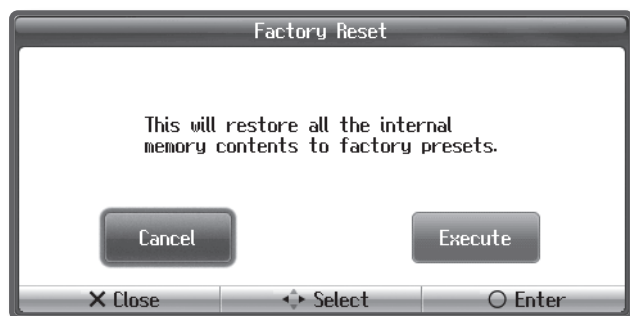
When you execute "Factory Reset," all settings stored in the HPi-7F will be erased and returned to their factory-set state.

MEMO

Even if you execute Factory Reset, songs saved in "Favorites" or in USB memory will not be lost. If you want to erase the songs saved in Favorites or USB memory, refer to "Initializing Memory" (p. 74).

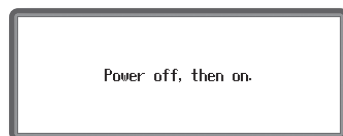
1. Press the [Function] button → [Factory Reset] → [O] button.

The following message will appear.



2. Press the right cursor button to select "Execute," and then press the [O] button.

The Factory Reset will be executed. When Factory Reset has been completed, the following message will appear.



3. Turn the HPi-7F's power off, then on again (p. 16).

NOTE

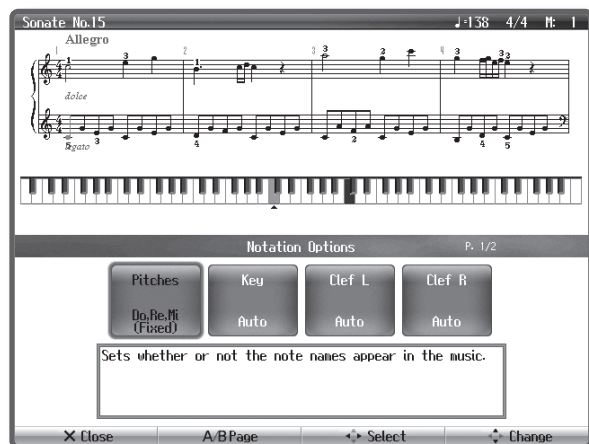
Never turn off the power while the screen indicates "Executing..."

Other Operations

Changing the Notation Screen Settings

You can change the parts shown in the notation screen, and how they are shown.

1. Press the [Notation] button → [O] button → [O] button → [Notation Options] → [O] button (p. 22).



2. Use the cursor left/right buttons to select the item.
3. Use the cursor up/down buttons to edit the setting.

The contents of the settings and an explanation are shown in the screen.

Exporting Notation Data in BMP Format

The notation displayed by the HPI-7F can be exported to (saved on) separately sold USB memory as image data. You can use this saved image data on your computer.

NOTE

- You cannot save song data that is copyrighted.
- Unauthorized use of the exported notation data for purposes other than personal enjoyment without permission from the copyright holder is forbidden by law.
- For details on how the note names are shown when exporting as BMP format, refer to “Changing the Notation Screen Settings” (p. 76).

1. Connect your USB memory to the external memory connector.
2. Select the song whose notation you want to export (p. 41).

If you want to export image data for notation of a song that you yourself recorded, record your performance before you continue (p. 51).

3. Press the [Notation] button → [O] button → [O] button → [Export] → [O] button (p. 22).
4. After you’ve read the message, press the [O] button.

If you selected a song that is copyrighted, a screen like the following will appear.



If this screen appears, press the [O] button to return to step 2, and select a different song.

5. Use the cursor buttons to specify the region to be saved and the layout of the notation.
6. Press the [O] button.

The notation will be saved as BMP (bitmap) format image data.

NOTE

Do not disconnect the USB memory until saving is completed.

Creating a Music CD

Here's how you can create a music CD by writing audio recordings of songs to a CD-R disc.

You'll need a separately sold CD drive in order to write songs to a CD-R disc.

NOTE

Music CDs created by the HPI-7F cannot be guaranteed to play on all CD players.

Depending on how your CD player supports CD-R discs, the music CD you create might not play correctly.

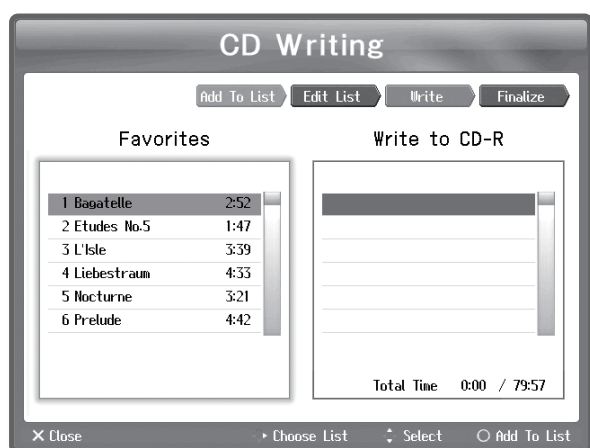
Writing Songs to a CD

Before you continue, connect the CD drive to the HPI-7F as described in the instructions included with the CD drive.

You'll also need to make audio recordings of your songs and save them.

1. Insert an unused or unfinalized CD-R disc into your CD drive.
2. Press the [Application] button → [CD Writing] → [O] button (p. 24).

The "CD Writing" screen will appear.



3. Select the song that you want to write to the CD-R disc, and press the [O] button. If you want to write more than one song, repeat step 3.

A list of the songs to be written will appear in the "Write to CD-R" field to the right of the screen.

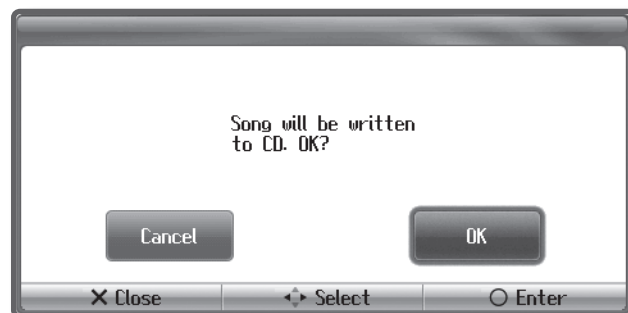
4. When you've finished selecting the songs to write, press the right cursor button.

The cursor will move to the "Write to CD-R" list in the right of the screen.

If you want to remove any of the songs from the list to be written, use the cursor up/down buttons to select the song you want to remove, and then press the [O] button.

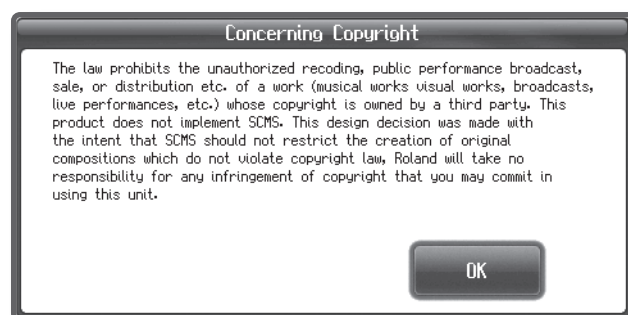
5. When you've finished specifying the songs to be written, press the right cursor button.

A message will appear.



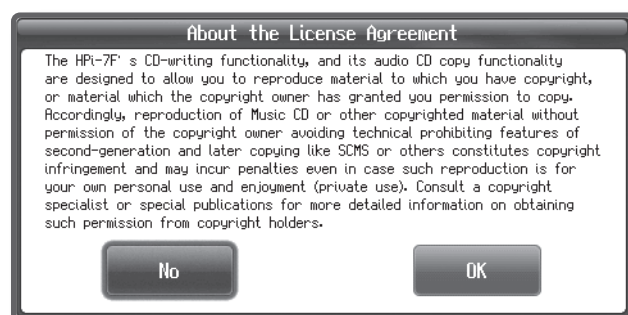
6. Use the cursor buttons to select [OK], and press the [O] button.

The "Concerning Copyright" screen will appear.



7. Press the [O] button.

The "About the License Agreement" screen will appear.



8. If you consent, use the cursor buttons to select [OK] and then press the [O] button. If you do not consent, press the [X] button.

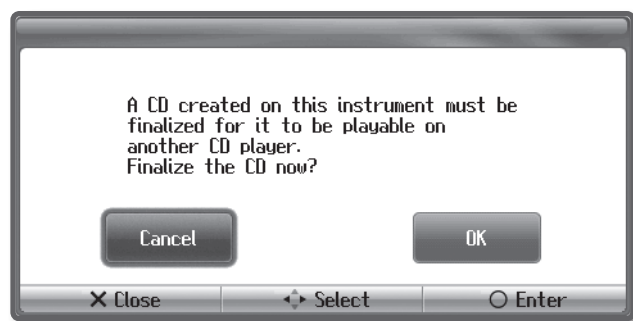
If you press the [O] button, writing to the CD-R disc will begin. The screen will indicate "Writing..."

If you press the [X] button, music CD creation will be terminated.

NOTE

Never turn off the power while the screen indicates "Writing..."

When writing is completed, a screen like the following will appear.



9. Use the cursor buttons to select [OK] or [Cancel], and then press the [O] button.

Operation	Explanation
[OK]	The disc will be finalized to complete the music CD. No more content can be written to a finalized CD-R disc, even if there was some free space remaining on the disc.
[Cancel]	The disc will not be finalized.

When finalization begins, the screen will indicate "Executing..."

When finalization is completed or if you pressed the [X] button, you will return to the "Menu" screen.

NOTE

Never turn off the power while the screen indicates "Executing..."

Writing Additional Songs to a CD

If a CD-R disc has not yet been finalized, you'll be able to write additional songs to it.

1. Insert an unfinalized CD-R disc into the CD drive.
2. Repeat steps 2–9 of "Writing Songs to a CD" (p. 77) as many times as necessary.

Making the Disc Playable on Another CD Player

A CD-R disc that has not been finalized is not a completed music CD, and cannot be played back by another CD player.

To make the disc playable on other CD players, you must "finalize" the disc.

1. Insert the unfinalized CD-R disc into the CD drive.
2. Press the [Application] button → [CD Writing] → [O] button (p. 24).

The "Select Songs" screen will appear.

3. Press the right cursor button to select "Finalize."

Operation	Explanation
[OK]	The disc will be finalized, thus completing the music CD. No more content can be written to a finalized CD-R disc, even if there was some free space remaining on the disc.
[Cancel]	The disc will not be finalized.

4. Use the cursor buttons to select [OK], and then press the [O] button.

Finalization will begin, and the screen will indicate "Executing..."

When finalization is completed or if you pressed the [X] button, you will return to the "CD Writing" screen.

NOTE

Never turn off the power while the screen indicates "Executing..."

Enjoying a Slide Show of Image

You can watch a slide show of your photos, while they are automatically switched in the HPI-7F's screen at specified intervals. This is an enjoyable way to view photos of your vacation or pet.

Image data that can be shown

Size	The recommended size is 640 x 480 pixels.
	MEMO <ul style="list-style-type: none"> We recommend that images to be shown on the HPI-7F are taken at a resolution of 640 x 480 pixels. Images of resolutions up to 1280 x 960 pixels can be shown, but in this case, please ensure that the file size does not exceed 400 KB. Taking a photo at greater than the recommended resolution will not improve the image shown in the screen. Also, a larger image size will also occupy a greater amount of data, which may lengthen the time it takes for the images to be switched.
Format	JPEG format (.JPG)

Displaying Images from USB Memory as a Slide Show

1. Use your computer to prepare the image files.
2. Connect USB memory to your computer, and create a folder named "_PICTURE" on the USB memory.
3. Save the images to be shown as a slideshow in the "_PICTURE" folder.
4. Remove the USB memory from your computer, and connect it to the HPI-7F's external memory connector.
5. Press the [Application] button → [Slide Show] → [O] button (p. 24).

The images saved in USB memory will be displayed as a slide show.

When all images have been displayed, the slide show will repeat from the first image.

6. To stop the slide show, press the [X] button.

MEMO

You can change the slide show settings.

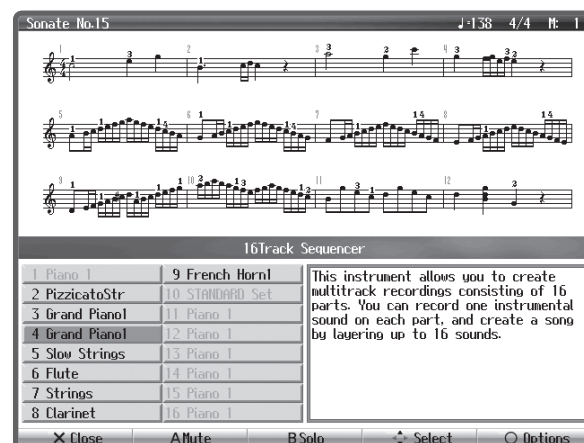
Press the [FUNCTION] button → [Slide Show Settings] → [O] button, and change the settings as directed in the screen.

Using 16 Parts for Multitrack Recording/Playback

Multitrack recording (overdubbing) is a method by which you can record additional parts while listening to previously recorded parts play back.

The HPI-7F provides 16 parts for multitrack recording. One tone can be recorded on each part, meaning that you can create song data by overdubbing performances for up to 16 different tones.

The "16-track sequencer" function lets you record and play back each of these 16 parts individually.



16-Track Sequencer and Track Buttons

In addition to the "16-track sequencer," the HPI-7F's recording and playback functionality also includes the "track buttons" (p. 42). These track buttons combine the 16-track sequencer's 16 parts into four buttons. This means that after you've used the track buttons to record your performance, you can then use the 16-track sequencer to overdub additional parts, or to edit your performance in greater detail.

The track buttons correspond with the parts of the 16-track sequencer as follows.

Track buttons	Part (part number)
[Accomp] button	Parts other than left-hand, right-hand, and part 1 (i.e., parts 2 and 5–16)
[User] button	Part 1
[Left] button	Left-hand part (part 3)
[Right] button	Right-hand part (part 4)

Since the 16-track sequencer records one tone on each part, you can't use Dual Play (p. 32) or Split Play (p. 34) to record two or more tones simultaneously.

Mute and Solo

When using the 16-track sequencer to play back song data, you can press the track buttons to easily "mute" specific parts so that they will not be heard (p. 42) or "solo" a specific part so that only it will be heard.

Mute and solo settings can be changed even while the song plays.

MEMO

Playing back with a specific part muted is called "minus-one playback."

Commercially Available SMF Music files

Commercially available Roland SMF music files also consists of 16 parts. You can load this type of song data from USB memory, and use the 16-track sequencer to edit the data.

NOTE

- Some commercially available SMF music files cannot be edited.
- Please be aware that derivative works that you create based on existing copyrighted material such as commercially available SMF music files may infringe copyright law if used for purposes other than personal enjoyment. Roland takes no responsibility for any infringement of a third party's copyrights that may arise from a derivative work you create.

What is Music files?

Music data stores information describing a musical performance; e.g., which notes (which keys) were played for what duration and how strongly. When this performance data is sent from the USB memory or CD-ROM containing the music data, the HPi-7F will play the song accordingly.

Since this data is not the sound itself (as on a music CD), you are free to change the tempo and key, allowing you to use the data with a great deal of flexibility.

About the 16-Track Sequencer Screen

Access the "16-Track sequencer screen" when you want to record on the 16-track sequencer or make settings for it.

1. Press the [Application] button → [16-track Seq.] → [O] button (p. 24).

The "16-Track Sequencer" screen will appear.

Indication	Explanation
1-16	This shows the tone that's assigned to each part. Use the cursor buttons to select a part. <ul style="list-style-type: none">• Undimmed parts contain a recorded performance.• Dimmed parts do not contain a recorded performance.
[A] Solo	Only the selected part will play.
[B] Mute	The selected part will be muted (unheard).
[O] Setting	The Part Settings screen will appear, allowing you to make detailed settings for each part. For details, refer to "Editing the Part Settings" (p. 80).

The operations subsequently explained in "Editing the Part Settings" (p.80) and "Recording Each Part"(p.81) are performed within the "16-Track Sequencer" screen.

Editing the Part Settings

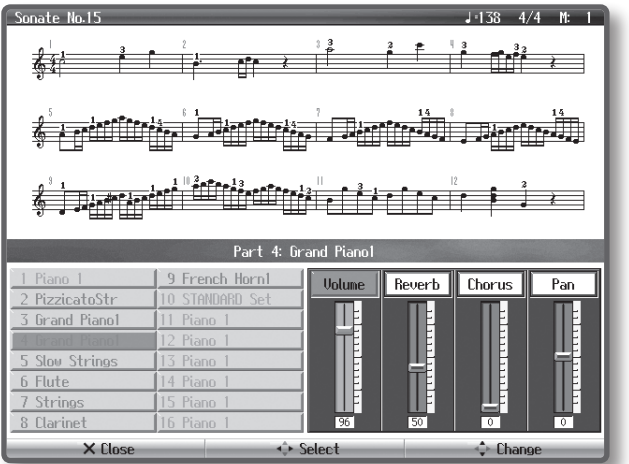
For each part of a song recorded on the 16-track sequencer or an internal song, you can edit the volume and tone of each part, or mute it.

Commercially available Roland SMF music files also consists of 16 parts, each playing a different instrumental sound, and you can edit the settings for each part of such data in the same way.

* Before you continue, select the song that you want to edit (p. 41).

1. Use the cursor buttons to select the part that you want to edit, and press the [O] button.

A "Part" screen like the following will appear.



The part name and tone name are shown in the center of the screen. When this screen is shown, you can use the tone buttons to switch the tone of this part.

2. Use the cursor left/right buttons to select an item, and use the cursor up/down buttons to edit its setting.

Item	Explanation
Volume	Adjusts the volume.
Reverb	Adjusts the depth of the reverb effect.
Chorus	Adjusts the depth of the chorus effect.
Pan (Panpot)	Adjusts the stereo position at which the sound is heard. By editing the pan setting you can specify the perceptual location from which the sound will be heard between the left and right speakers. Raising the setting will move the sound toward the right, and lowering it will move the sound toward the left.

Recording Each Part

1. Use the cursor buttons to select the part that you want to edit.
2. Use the [Bwd] [Fwd] buttons to move to the measure at which you want to record.
3. Specify the recording tempo (p. 45) and metronome settings (p. 29). Also select the tone (p. 27) you'll use when recording.
4. Press the [Rec] (●) button.
The HPi-7F will enter recording-standby mode.
5. Press the [Play/Stop] (▶/■) button to start recording.
A count will be heard, and then recording will start.
6. To stop recording, press the [Play/Stop] (▶/■) button.
7. If you want to record additional parts, repeat step 2 and following as many times as necessary.

NOTE

The song you recorded will disappear when you turn off the power. If you don't want to lose your song, save it to the Favorites or to USB memory.

For details, refer to "Saving a Recorded Performance" (p. 55).

Changing the Recording Mode

The HPi-7F lets you choose either of the following two recording modes.

Replace Recording

This is the conventional recording method. Previously recorded notes will be erased and replaced by the newly recorded notes.

MEMO

Immediately after the power is turned on, Replace Recording will be selected.

Mix Recording

Notes will be overdubbed without erasing the previously recorded notes.

This method is convenient when you want to overdub a melody onto the accompaniment you recorded.

MEMO

For details on overdubbing, refer to "Editing the Part Settings" (p. 80).

Changing the Recording Mode

1. Press the [Function] button → [Rec Mode] → [O] button (p. 24).
2. Use the cursor up/down buttons to select the recording mode.

Editing a Song

Here's how you can edit the performances that you recorded on the track buttons (p. 42) or on the 16-track sequencer (p. 79).

1. Select the song that you want to edit.
2. Press the [Application] button → [Song Edit] → [O] button.
3. Use the cursor buttons to select an editing function, and press the [O] button.

The "Song Edit" screen consists of three pages. Use the cursor left/right buttons to move between these pages.

Cancelling an Edit

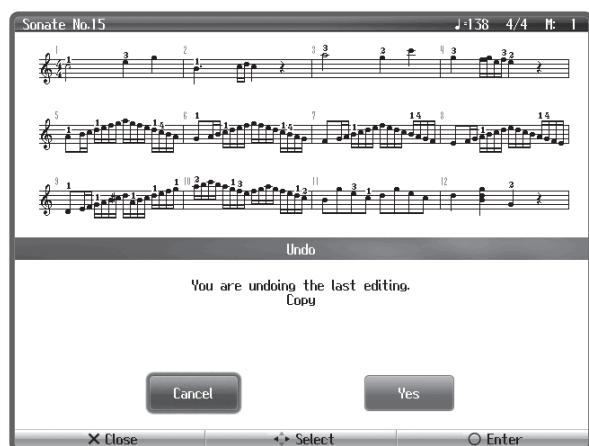
You can cancel (undo) the editing operation you performed most recently.

This is a convenient way to return to the original state after an edit.

MEMO

Depending on the type of editing, there are cases in which you can't return to the original state.

Undoable editing is indicated accordingly.



Use the cursor buttons to select "Yes" and then press the [O] button to undo the previous editing operation, returning the data to its prior state.

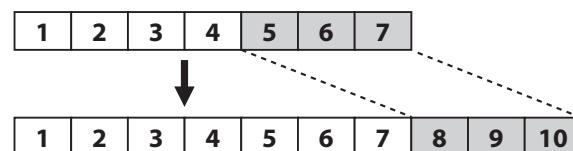
If you use the cursor buttons to select "Cancel" and then press the [O] button, you'll return to the Song Edit screen.

Copying Measures

You can copy a specified range of measures to other measures or to another part.

This is a convenient way to create songs in which similar phrases are repeated.

Example: Copying measures 5–7 to measure 8 and following



Tightening Up the Note Timing

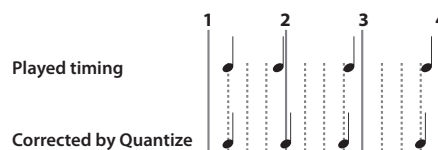
Inaccuracies in the timing of your performance can be corrected to the timing interval you specify. This is called the "Quantize" function.

For example, if you intended to play at quarter-note timing, but were not perfectly accurate, you can tighten-up your performance by quantizing to quarter-note (1/4) timing.

Example: Resolution set to "1/4"



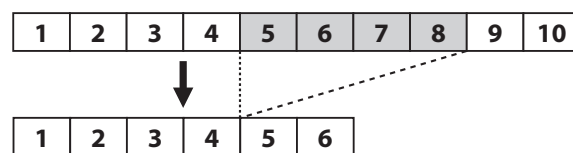
Example: Resolution set to "1/16"



Deleting Measures

You can delete a specified range of measures from your performance. This will cause the subsequent measures to be moved forward to fill the gap.

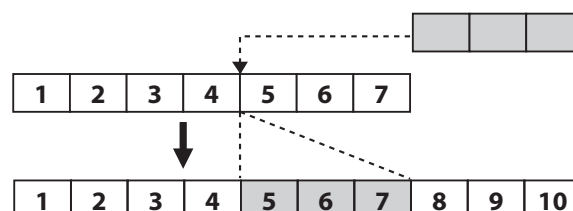
Example: Deleting measures 5–8



Inserting Blank Measures

You can insert blank measures at the specified location.

Example: Inserting three blank measures at measure 5



Transposing Entire Parts/Tracks

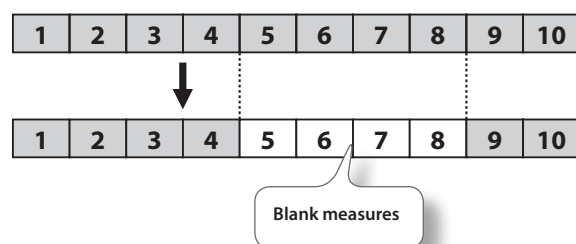
You can transpose the specified part or track.

Erasing Measures

You can erase a specified range of measures, causing those measures to be blank.

Erasing performance data will not affect the length of the song.

Example: Erasing the performance data from measures 5–8 (make blank)



Exchanging Parts

You can exchange the notes recorded for one part with the notes recorded for a different part.

Editing Individual Notes

You can edit the individual notes of a recorded performance. This function is called "Note Edit."

You can use Note Edit to make the following changes.

- Delete an unintended note
- Change the pitch of a single note
- Change the playing strength (velocity) of a single note
- Change the fingering number

1. **Use the cursor left/right buttons to select the part that contains the note you want to edit.**

The number of the selected part is shown in the center of the screen.

2. **Use the [Bwd] [Fwd] buttons or the cursor up/down buttons to select the note that you want to edit.**

Make the note you want to edit appear in the center of the screen.

The location of each note is shown in terms of "measure: beat: tick."

MEMO

A "tick" is a finer division of timing than a beat. There are 120 ticks in one beat.

3. **Press the [O] button.**

The edit screen will appear.

4. **Use the cursor left/right buttons to select the note's "pitch," "velocity," or "finger number," and then use the cursor up/down buttons to edit it.**

If you want to delete the selected note, press the [O] button.

5. **When you're finished editing, press the [x] button.**

Editing Tone Changes During the Song

Songs in which the instrumental sound changes during the song (i.e., when the tone used by a part is switched during the song) contain commands that specify when the tone should change.

These commands are called "program changes (PC)." You can use "PC Edit" to delete a program change or to change the tone that is selected.

MEMO

You can't insert a program change into a measure or beat that does not already contain a program change.

1. **Use the cursor left/right buttons to select the part containing the program change you want to edit.**

The number of the selected part is shown in the center of the screen.

2. **Use the [Bwd] [Fwd] buttons or the cursor up/down buttons to select the program change that you want to edit.**

Make the program change you want to edit appear in the center of the screen.

The location of each note is shown in terms of "measure: beat: tick."

MEMO

A "tick" is a finer division of timing than a beat. There are 120 ticks in one beat.

3. **Press the [O] button.**

The edit screen will appear.

4. **Press a tone button to select the tone group, and use the cursor buttons to select a tone.**
If you want to delete the selected program change, press the [O] button.

5. **When you've finished editing, press the [x] button.**

Inserting Notation Marks

You can insert a variety of notation marks to be displayed in the notation.

1. **Use the [Bwd] [Fwd] buttons or the cursor left/right buttons to select the location at which you want to insert a notation mark.**

2. **Use the [A] [B] buttons to select the type of notation mark that you want to insert.**

3. **Use the cursor up/down buttons to select a notation mark.**

4. **Press the [O] button.**

The notation mark will be inserted.

Deleting a Notation Mark

1. **Use the cursor up/down buttons to select a notation mark.**

The notation mark will be shown in red.

2. **Press the [O] button.**

The selected notation mark will be deleted.

Connecting Other Devices

Connecting External Memory

If you connect separately sold external memory (CD drive or USB memory), you'll be able to save song data on the external memory or play back the saved data on a different piano.

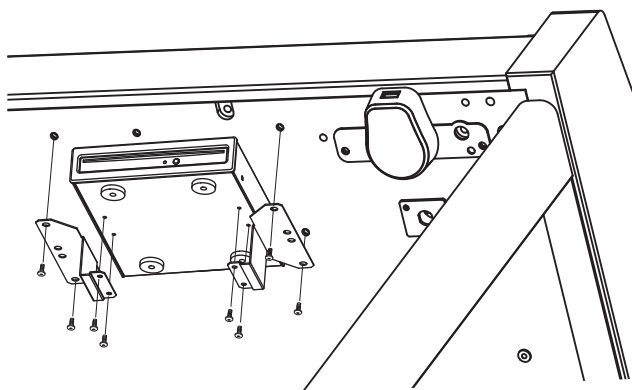
Device name	What you can do
CD drive	Play back music CDs, SMF music files, VIMA CD-ROM (VIMA TUNES) songs (sold by Roland)
USB memory	Play back SMF music files, save performance data, play back audio files

Attaching a CD Drive

As shown in the illustration, attach the CD drive using the attachment holes on the bottom of the HPI-7F.

MEMO

- For details on attachment and connections, refer to the owner's manual of your CD drive.
- Use a CD drive sold by Roland. Operation cannot be guaranteed if any other CD drive is used.

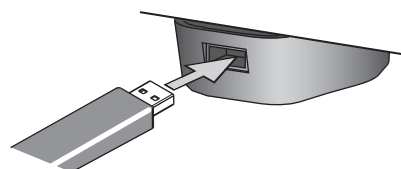


Connecting USB Memory

Connect your USB memory to the external memory connector as shown in the illustration.

MEMO

- Carefully insert a USB memory all the way in-until it is firmly in place.
- When using new USB memory, you must first initialize (format) it on the HPI-7F. For details, refer to "Initializing Memory" (p. 74).
- Use USB memory sold by Roland. Operation cannot be guaranteed if any other USB memory is used.



Caution when using CDs

- It is not possible to play back CD-R/RW discs to which music tracks have been added, or CDs that combine music tracks and data (CD Extra).
- Commercial CD playback is supported only for discs that bear the official CD specification's logo "COMPACT disc DIGITAL AUDIO."
- Operation or audio quality cannot be guaranteed for discs that are outside the CD specification, such as music discs that contain copy protection technology.
- For details about music discs that contain copy protection technology, please contact the issuer of the disc.
- Songs saved on a CD cannot be deleted. Nor is it possible to format a CD.

Connecting to Audio Equipment

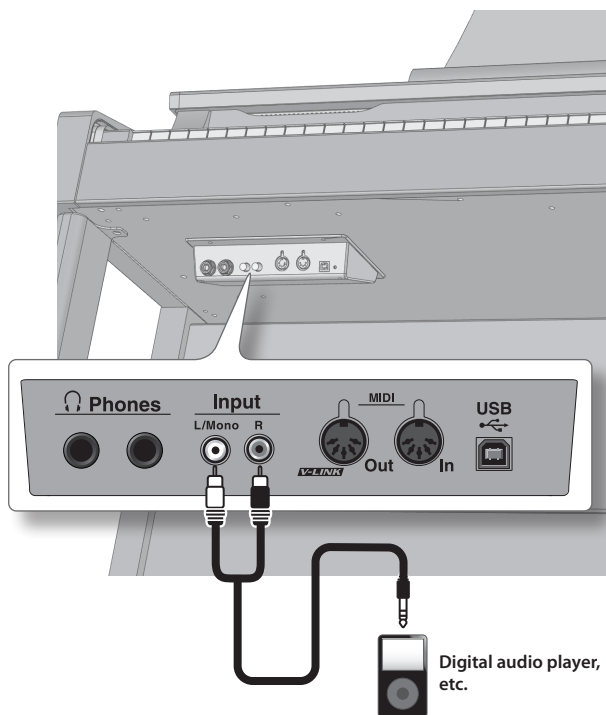
You can play the HPi-7F's sounds through amplified speakers or a stereo system that has line input jacks. You can also connect your portable audio player or other audio playback device, and play its sounds through the HPi-7F.

To make connections, use audio cables.

Caution when connecting audio equipment

- To prevent malfunction and damage to your speakers, always be sure to turn the volume all the way down on all your equipment, then switch the power off on everything before you make any connections.
- Using a connection cable that contains a built-in resistor may cause insufficient volume from the device connected to the Input jacks. If so, use a connection cable that does not contain a resistor.

Listening to an Audio Device Through the HPi-7F

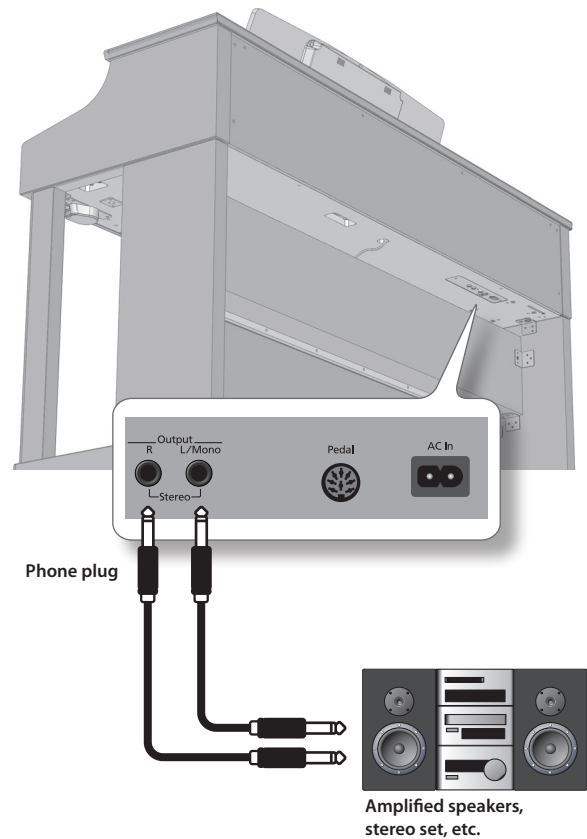


1. Minimize the volume of the HPi-7F and of the audio device.
2. Turn off the power of the HPi-7F and of the audio device.
3. Use commercially available audio cables to connect the audio device to the HPi-7F.
4. Turn on the power of the audio device.
5. Turn on the power of the HPi-7F.
6. Start playback on the audio device, and adjust the volume of the HPi-7F and of the audio device.

Turning Off the Power

1. Turn the volume all the way down on the HPi-7F and on the audio device.
2. Turn off the HPi-7F.
3. Turn off the connected audio device.

Connecting Speakers to the HPi-7F to Output Sound



1. Minimize the volume of the HPi-7F and of the speakers.
2. Turn off the power of the HPi-7F and of the speakers.
3. Use commercially available audio cables to connect the HPi-7F to the speakers.
4. Turn on the power of the HPi-7F.
5. Turn on the power of the speakers.
6. Adjust the volume of the HPi-7F and of the speakers.

When you play the HPi-7F's keyboard, you'll hear the sound from the connected speakers as well as from the built-in speakers.

Turning Off the Power

1. Turn the volume all the way down on the HPi-7F and on the speakers you're about to connect.
2. Turn off the connected speakers.
3. Turn off the HPi-7F.

Connecting to MIDI Devices

By connecting an external MIDI device and exchanging performance data, you can control one device from the other.

For instance, you can output sound from the other instrument or switch Tones on the other instrument.

What's MIDI

MIDI, short of "Musical Instrument Digital Interface," was developed as a universal standard for the exchange of performance data between electronic instruments and computers.

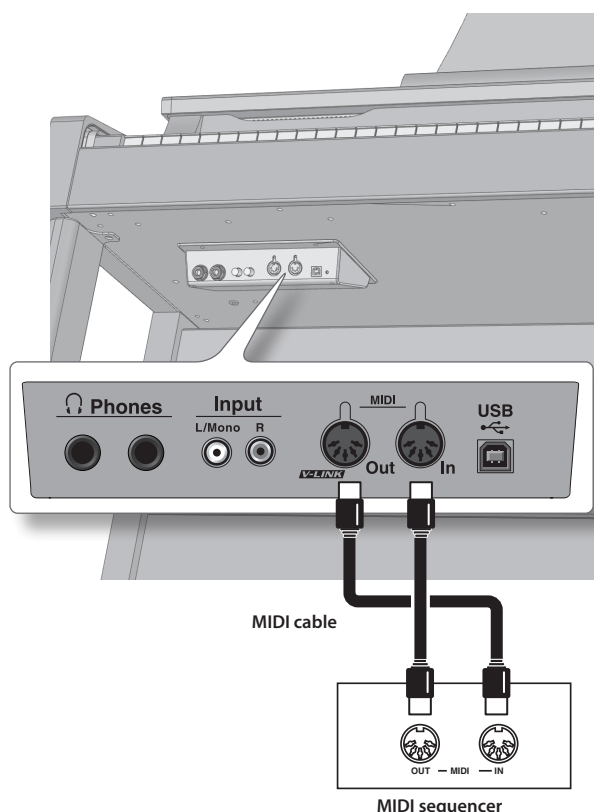
The HPi-7F is equipped with MIDI connectors to let it exchange performance data with external devices. These connectors can be used to connect the HPi-7F to an external device for even greater versatility.

Caution when connecting a MIDI device

- To prevent malfunction and damage to your speakers, always be sure to turn the volume all the way down on all your equipment, then switch the power off on everything before you make any connections.

Connecting the HPi-7F to a MIDI Sequencer

Make these connections if you want your performance on the HPi-7F to be recorded on the MIDI sequencer, or a recorded performance to be played back by the sequencer.

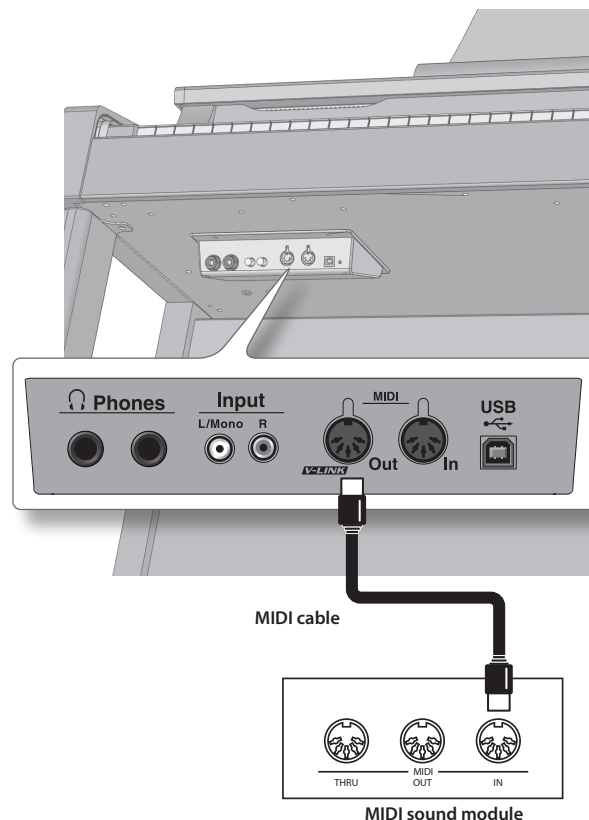


NOTE

When the HPi-7F is connected to a MIDI sequencer, set it to "Local Off" (p. 87).

Playing a MIDI Sound Module from the HPi-7F

Make these connections if you want performance data from the HPi-7F to be sent to a MIDI sound module, causing the MIDI sound module to produce sound.



Connections

1. Minimize the volume of the HPi-7F and of the MIDI device.
2. Turn off the power of the HPi-7F and of the MIDI device.
3. Use a separately sold MIDI cable to connect the HPi-7F to the MIDI sound module (see illustration).
4. Turn on the power of the HPi-7F and of the MIDI device.
5. Adjust the volume of the HPi-7F and of the MIDI device.
6. Set the MIDI transmit channel if necessary.

MEMO

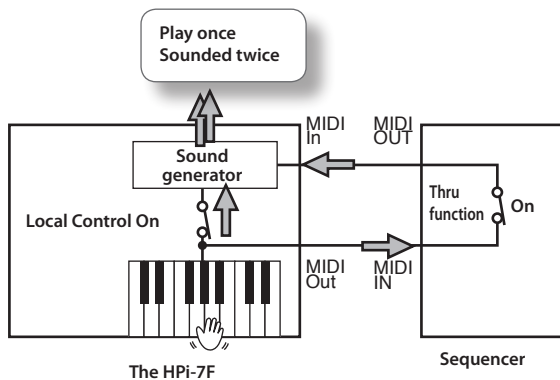
For the MIDI transmit channel setting, refer to "Changing the MIDI Transmit Channel (MIDI Transmit Channel)" (p. 87).

Preventing Doubled Notes from the Sound Generator when a Sequencer is Connected

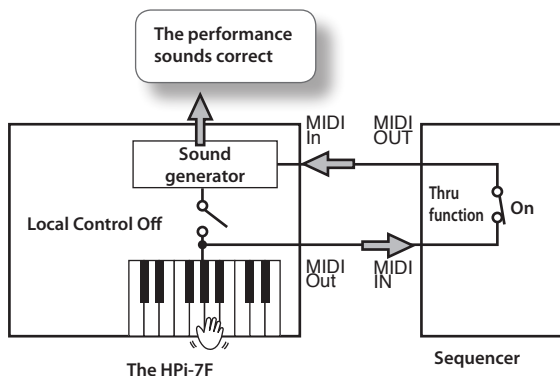
If you connect a MIDI sequencer to the HPI-7F, set the Local Control setting to "Local Off".

A MIDI sequencer will typically have its "Thru" function turned on, meaning that the notes from the keyboard will reach the sound generating section by two routes: internally within the HPI-7F itself, and also via the MIDI sequencer. This will cause notes to be sounded in duplicate, or to be cut off inappropriately. To prevent this, you should disconnect the internal route by choosing the "Local Off" setting.

When set to Local On



When set to Local Off



1. Press the [Function] button → [MIDI] → [O] button → [Local Control] (p. 24).
2. Use the cursor up/down buttons to turn the setting on/off.

Changing the MIDI Transmit Channel

Here's how to set the MIDI channel that the HPI-7F will use for transmission.

MIDI uses sixteen "MIDI channels" (1–16). When MIDI devices are connected, and the MIDI channels of the devices are set to match, a device can play notes or select tones on the other device.

1. Press the [Function] button → [MIDI] → [O] button → [Tx Channel] (p. 24).
2. Use the cursor up/down buttons to change the setting.

MEMO

- If you turn this "Off," the HPI-7F will not transmit MIDI data.
- The HPI-7F can receive all channels 1–16.

Transmitting Recorded Performance Data to a MIDI Device

If the "Composer MIDI Out" setting is "On," the recorded performance data can be transmitted to a MIDI device or computer that's connected to the HPI-7F.

1. Press the [Function] button → [MIDI] → [O] button → [Composer MIDI Out] (p. 24).
2. Use the cursor up/down buttons to turn the setting on/off.

Connecting a Computer

If you use a commercially available USB cable to connect the USB connector located on the bottom left of the HPI-7F to your computer, you'll be able to do the following things.

- SMF data played back by your computer software can make the HPI-7F play sounds.
- MIDI data can be transferred between your sequencer software and the HPI-7F for more sophisticated music production and editing.

MEMO

Refer to the Roland website for system requirements.

Caution when connecting a Computer

- To prevent malfunction and damage to your speakers, always be sure to turn the volume all the way down on all your equipment, then switch the power off on everything before you make any connections.

USB Driver Settings

Normally, there's no need to install a driver in your computer. However, if you are unable to successfully connect the HPI-7F to your computer, you may be able to solve the problem by using the Roland original driver.

Make USB driver settings on the HPI-7F before you install the driver on your computer.

1. Press the [Function] button → [USB] → [O] button → [USB Driver] (p. 24).
2. Use the cursor up/down buttons to change the setting.
3. If you've changed the setting, you must turn the HPI-7F's power off, then on again.

MEMO

- This setting is remembered even when the power is turned off.
- For details on downloading and installing the original driver, refer to the Roland website.

Roland website

Here you can download the original driver, and read the installation procedure and operating requirements.

<http://www.roland.com/>

Using V-LINK

Connecting the HPI-7F to a V-LINK compatible image device allows you to control the images with the HPI-7F.

- To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.

V-LINK

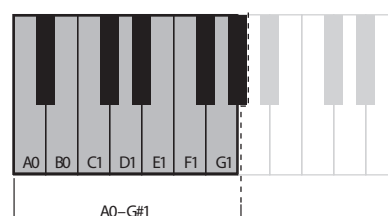
V-LINK (**V-LINK**) is a function that allows music and images to be performed together. By using MIDI to connect two or more V-LINK compatible devices, you can easily enjoy performing a wide range of visual effects that are linked to the expressive elements of a music performance.

1. Hold down the [Reverb] button and press the [Transpose] button.

The **V-LINK** icon indicating that V-LINK is on appears in the Notation screen.

2. Press any of the twelve keys at the left end of the keyboard.

The image will be controlled according to the function assigned to each key.



3. To cancel V-LINK, hold down the [Reverb] button and press the [Transpose] button.

MEMO

While V-LINK is switched on, no sound is produced when you press any of the twelve keys at the left end of the keyboard.

Setting the V-LINK Transmit Channel

Here's how to specify the channel on which video control messages are transmitted.

1. Press the [Function] button → [V-LINK] → [O] button (p. 24).
2. Use the cursor up/down buttons to change the setting.

Troubleshooting

General Problems

Symptom	Cause/Action	See Page
Power does not turn on	Is the power cord connected correctly?	P. 15
Nothing appears in the display	Are the analog RGB cable and backlight cable connected correctly?	P. 14
	Since the HPi-7F's display is an LCD, characters may not be displayed if the ambient temperature is below 0 degrees centigrade.	—
Unable to read from/write to USB memory	Are you using (optional) Roland USB memory?	—
	Reliable performance cannot be guaranteed if you use non-Roland USB memory products.	—
	Change the External Memory setting.	P. 47
"Buzz" is heard from external devices	Are the external devices connected to more than one AC power outlet?	—
	If you connect external devices, be sure to connect them to the same AC outlet.	—
The volume level of the instrument connected to Input jack is too low.	Could you be using a connection cable that contains a resistor? Use a connection cable that does not contain a resistor.	—
Buttons don't work	Could the Panel Lock function be active?	P. 39

No sound

Symptom	Cause/Action	See Page
No sound	Is the speaker cable connected correctly?	P. 14
	Could the HPi-7F's volume or the volume of the connected equipment be turned down?	P. 16
	Could headphones be connected? Could there be a plug inserted in a headphone jack? The speakers will not produce sound if headphones or plug are connected to the headphone jacks.	P. 17
	Has Local Control been set to "Off"? When Local Control is set to Off, no sound is produced by playing the keyboard. Set Local Control to On.	P. 87
	Could Twin Piano mode be set to "Individual"? If headphones are connected when Twin Piano is "On" and the mode is set to "Individual," notes played in the lefthand keyboard zone will not be heard from the headphones connected to the right Phones jack. Similarly, notes played in the right-hand keyboard zone will not be heard from the headphones connected to the left Phones jack.	P. 37
	Has Local Control been set to "Off"? When Local Control is set to Off, no sound is produced by playing the song. Set Local Control to On.	P. 87
	Is V-LINK switched on? When V-LINK is on, the lowest twelve notes of the keyboard are used to control the image, and will not produce sound.	P. 88
	Are all devices powered on? Are the MIDI cables connected correctly? Do the MIDI channels of the HPi-7F and the connected device match?	P. 86 P. 86 P. 87

Notes don't sound right

Symptom	Cause/Action	See Page
Sound is not loud enough Only the high sounds are heard	Is the speaker cable connected correctly?	P. 14
Pitch of the keyboard or song is incorrect	Could you have made Transpose settings?	P. 38
	Is the Master Tune setting appropriate?	P. 40
	Is the setting for the Temperament correct?	P. 40
	Is the settings for the Stretch Tuning correct?	P. 40
Not all the notes you play are sounded	The maximum simultaneous polyphony is 128 voices. If you are playing along with a song and making heavy use of the damper pedal, the number of notes the HPi-7F is attempting to produce may exceed the maximum polyphony, meaning that some of the notes will drop out.	—
Sounds are heard twice (doubled) when the keyboard is played	Is the HPi-7F in Dual play?	P. 32
	When the HPi-7F is connected to an external sequencer, set the Local Control to off. Alternatively, the sequencer could be set so its Soft Thru feature is Off.	P. 87

Symptom	Cause/Action	See Page
The wrong instrument is selected when you press the [E. Piano], [Strings], or [Others] button	Tone buttons [E. Piano] [Strings] [Others] also operate as buttons that select "Recommended Tones." With the factory settings, connecting a commercially-available CD-ROM drive to the external memory connector and selecting a song from a CD-ROM produced for the VIMA (VIMA TUNES) will automatically cause sounds appropriate for that song to be assigned to the [E. Piano], [Strings], and [Others] Tone buttons, so that you can select "recommended" sounds by pressing one of these buttons.	—
Effect does not apply	When you are using Dual play or Split play, and different effects are specified for the two selected tones, the effect will not be applied to Tone 2 (when using Dual play) or the left-hand tone (when using Split play).	P. 32, P. 34
	The depth of the reverb effect for the song that's playing will not change.	P. 31
Reverberation remains even if You defeat the Reverb effect	The HPI-7F's piano sound faithfully simulates the depth and resonance of an acoustic piano, and this may give the impression of reverberation even if you've defeated the Reverb effect. Also, you may be able to eliminate some reverberation by reducing the value set for "Cabinet Resonance."	—
The sound of the higher notes suddenly changes from a certain key	On an acoustic piano, the approximately one and a half octaves of notes at the top of the keyboard will continue sounding regardless of the damper pedal. These notes also have a somewhat different tonal character. HPI-7F faithfully simulate this characteristic of acoustic pianos. On the HPI-7F, the range that is unaffected by the damper pedal will change according to the key transpose setting.	—
High-pitched ringing is heard	Is the speaker cable connected correctly?	P. 14
	If you hear this in headphones: Piano sounds that have a brilliant and crisp character contain substantial high-frequency components that may sound as though a metallic ringing has been added. This is because the character of an actual piano is being faithfully reproduced, and is not a malfunction. This ringing is more obtrusive if the reverb effect is applied heavily, so you may be able to minimize it by decreasing the reverb. If you don't hear this in headphones: It is likely that there is some other reason (such as resonances within the unit). Please contact your dealer or a nearby Roland service center.	—
	If you set the volume to the maximum setting, the sound may be distorted depending on how you perform. If this occurs, turn down the volume. Alternatively, lower the master gain.	P. 16, P. 73
Low notes sound wrong, or are buzzy	If you don't hear this in headphones: Performing at high volumes may cause the speakers or objects near the HPI-7F to resonate. Fluorescent lights or glass doors may also resonate sympathetically. In particular, this is more likely to occur for lower notes and higher volumes. You can take the following measures to minimize resonances. • Locate the speakers 10–15 cm away from walls or other surfaces. • Keep the volume down. • Move away from the objects that are resonating. If you hear this in headphones: It is likely that there is some other reason. Please contact your dealer or a nearby Roland service center.	—
	Is the pedal connected correctly? Plug the cable firmly into the pedal connector.	P. 14
Pedal does not work, or is "stuck"	If you disconnect the pedal cord from the HPI-7F while the power is on, the pedal effect may remain "stuck" in the On condition. You must power-off the HPI-7F before connecting or disconnecting the pedal cord.	—
	Could you have changed how the pedal effect is applied? If the right pedal part is set to Right, the pedal will apply only to the right tone; if it is set to Left, the pedal will apply only to the left tone.	P. 73
	Could Twin Piano be turned on? If Twin Piano is on, the right pedal will affect only the right-hand keyboard zone and the left pedal will affect only the left-hand keyboard zone.	P. 36
	Could you have changed the function of the pedal? If you've switched the function of the soft pedal or sostenuto pedal, these pedals will not operate as the soft pedal or sostenuto pedal.	P. 73

Song does not play correctly

Symptom	Cause/Action	See Page
Song won't play	Could the screen be indicating "OK to delete Song?" You can't play back an internal song if internal memory contains performance data you recorded. Erase the performance data you recorded before you play back the song.	P. 51
Only the sound of a particular instrument in a song does not play	Could a track be muted? If the button indicator is out, the music on that track is not heard. Press the track button so the indicator is illuminated.	P. 42
Sound is heard from a muted track	Could the track mute volume be set to other than "0"? If you set this to "0," the sound of a muted track will be completely inaudible.	P. 73
Song volume is low	Could the Balance Setting be set all the way toward "keyboard"?	P. 44
Can't play back a song saved in USB memory	Could the Audio files of the format be played? Audio files of the following format can be played back. <ul style="list-style-type: none"> • File extension ".WAV" • 16-bit linear • "44.1 kHz" sampling rate 	—
	Is the filename extension "MID"? Files with other filename extensions cannot be handled as song data.	—
Song tempo becomes unstable	When playing a song from USB memory, the tempo may become unstable if there is an excessive amount of performance data.	—
Song name in USB memory is not shown	The song name will not be shown if the song information in the file is empty or consists only of spaces.	—
	Is the filename extension "MID"? Files with other filename extensions cannot be handled as song data.	—

Can't record / play back

Symptom	Cause/Action	See Page
Can't record	Has one of the track buttons for recording been selected?	P. 56, P. 57
The recorded performance disappeared	Your recorded performance will disappear if you switch off the HPI-7F's power or select a song. There is no way to recover the lost performance. Before you turn off the power, save your recorded performance in internal Memory.	P. 55

Specifications

HPi-7F: Digital Piano

Keyboard	
Keyboard	88 keys (PHA III Ivory Feel Keyboard with Escapement)
Touch Sensitivity	Touch: 100 levels/Fixed Touch
Hammer Response	Off, 1–10
Keyboard Mode	Whole, Dual (Volume Balance Adjustable), Split (Split Point Adjustable), Twin Piano
Sound Generator (Conforms to GM2/GS/XGlite)	
Piano Sound	SuperNATURAL Piano Sound
Max. Polyphony	128 Voices
Tones	337 Tones (Including 8 Drum Sets, 1 SFX Set)
Temperament	8 types, Selectable Temperament Key
Stretched Tuning	Off, Preset, User Tuning (Adjustable in Individual Notes: -50.0–+50.0 cent)
Master Tuning	415.3 Hz–466.2 Hz (Adjustable in Increments of 0.1 Hz)
Transpose	Key Transpose: -6–+5 (in Semitones), Playback Transpose (with Audio CD/Audio File): -6–+5 (in Semitones)
Effects	Reverb (Off, 1–10) Only for Piano Tones: Open/Close Lid (0–6), Cabinet Resonance (Off, 1–10), Hammer Noise (5 levels), Damper Noise (Off, 1–10), Duplex Scale (Off, 1–10), Damper Resonance (Off, 1–10), String Resonance (Off, 1–10), Key Off Resonance (Off, 1–10) Only for Organ Tones: Rotary Speaker Effect (Slow, Fast) Vocal Effects: Harmony (3 types), Reverb (Off, 1–10)
Equalizer	4-band Digital Equalizer
Composer	
Tracks	4 Tracks/16 Tracks
Song	Recorder Section: 1 Song
Note Storage	Approx. 30,000 notes
Control	Song Select, Play/Stop, Rec, Rewinding, Fast-forwarding, Beginning of the Song, End of the Song, Track Mute, Mute Volume, Tempo, Tempo Mute, All Songs Play, Count-in, Balance, Marker, Repeat, Center Cancel (Audio Data only)
Tempo	Quarter Note=10 to 500
Resolution	120 Ticks per Quarter Note
Edit	Copy, Quantize, Delete, Insert, Erase, Transpose, Part Exchange, Note Edit, PC Edit, Notation Mark
Recording Method	Replace, Mix
Metronome	Beat: 2/2, 0/4, 2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 3/8, 6/8, 9/8, 12/8 Volume: Off, 1–10 Metronome Pattern: 11 patterns Sound: 8 types
Rhythm	
Rhythm	68 Rhythms
Control	Start/Stop, Intro/Ending, Sync Start, Fill-in, Leading Bass
Internal Memory	
Songs	Max. 200 Songs
Save Song	Standard MIDI Files (Format 0)
External Memory	
External Storage	USB Memory (Optional)
Songs	Max. 200 Songs
Playable Software	Standard MIDI Files (Format 0/1), Roland Original Format (i-Format), Audio File (WAV 44.1 kHz / 16-bit Linear Format), Audio CDs (CD-DA) * when using a CD drive
Save Song	Standard MIDI Files (Format 0)

Internal Songs	
Internal Songs	200 songs and more
Display	
Display	TFT Color LCD 640 x 480 dots (with a Music Rest), Beat Indicator
Score Display	Grand Staff/G Clef/F Clef, Notation Mark/Pitch Name/Lyrics/Chord/Finger Number
Language	English, Germany, French, Spanish, Japanese
Other Functions	
User Programs	40
Audio Playback	Center Cancel, Audio Playback Speed: 75–125 %, Playback Transpose: -6–+5 (in semitones)
Others	Panel Lock, V-LINK, Classic Position, Piano Designer, Wonderland/Game, Visual Lesson, Doremi Course, Finger Training, Scroll Game, Flash Card, CD Writing, Tone Demo, BMP Export
Specifications of the piano	
Connectors	Ext. Memory connector, USB connector, Output jacks (L/Mono, R): 1/4-inch phone type, Input jacks (L/Mono, R): RCA phono type, Phones jack x 2: Stereo 1/4-inch phone type, MIDI connectors (In, Out), Mic Input jack (phone type), Analog RGB connector (HD DB-15 type), Backlight Connector, AC In jack
Rated Power Output	60 W x 2
Volume Level (SPL)	110 dB * This value was measured according to the method that is based on Roland's technical standard.
Speakers	16 cm x 2 (with Speaker Box), 5 cm x 2
Control	Volume, Mic Volume
Pedals	Damper pedal (Capable of Continuous Detection), Soft pedal (Capable of Continuous Detection, Function Assignable), Sostenuto pedal (Function Assignable)
Power Consumption	120 W
Dimensions (including piano stand)	(With Music Rest) 1,417 (W) x 529 (D) x 1,105 (H) mm 55-13/16 (W) x 20-7/8 (D) x 43-9/16 (H) inches (Without Music Rest) 1,417 (W) x 529 (D) x 914 (H) mm 55-13/16 (W) x 20-7/8 (D) x 36 (H) inches
Weight (Including Piano Stand)	80 kg/176 lbs 6 oz
Accessories	Owner's Manual, Power Cord, Headphones Hook, Wing nut, Music Rest, Attachment Screws
Options	USB CD Drive (CD-01A), USB Flash Memory

* In the interest of product improvement, the specifications and/or appearance of this unit are subject to change without prior notice.

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As of Apr. 1, 2010 (ROLAND)

For EU Countries



- UK** This symbol indicates that in EU countries, this product must be collected separately from household waste, as defined in each region. Products bearing this symbol must not be discarded together with household waste.
- DE** Dieses Symbol bedeutet, dass dieses Produkt in EU-Ländern getrennt vom Hausmüll gesammelt werden muss gemäß den regionalen Bestimmungen. Mit diesem Symbol gekennzeichnete Produkte dürfen nicht zusammen mit dem Hausmüll entsorgt werden.
- FR** Ce symbole indique que dans les pays de l'Union européenne, ce produit doit être collecté séparément des ordures ménagères selon les directives en vigueur dans chacun de ces pays. Les produits portant ce symbole ne doivent pas être mis au rebut avec les ordures ménagères.
- IT** Questo simbolo indica che nei paesi della Comunità europea questo prodotto deve essere smaltito separatamente dai normali rifiuti domestici, secondo la legislazione in vigore in ciascun paese. I prodotti che riportano questo simbolo non devono essere smaltiti insieme ai rifiuti domestici. Ai sensi dell'art. 13 del D.Lgs. 25 luglio 2005 n. 151.
- ES** Este símbolo indica que en los países de la Unión Europea este producto debe recogerse aparte de los residuos domésticos, tal como esté regulado en cada zona. Los productos con este símbolo no se deben depositar con los residuos domésticos.
- PT** Este símbolo indica que nos países da UE, a recolha deste produto deverá ser feita separadamente do lixo doméstico, de acordo com os regulamentos de cada região. Os produtos que apresentem este símbolo não deverão ser eliminados juntamente com o lixo doméstico.
- NL** Dit symbool geeft aan dat in landen van de EU dit product gescheiden van huishoudelijk afval moet worden aangeboden, zoals bepaald per gemeente of regio. Producten die van dit symbool zijn voorzien, mogen niet samen met huishoudelijk afval worden verwijderd.
- DK** Dette symbol angiver, at i EU-lande skal dette produkt opsamlles adskilt fra husholdningsaffald, som defineret i hver enkelt region. Produkter med dette symbol må ikke smides ud sammen med husholdningsaffald.
- NO** Dette symbolet indikerer at produktet må behandles som spesialavfall i EU-land, iht. til retningslinjer for den enkelte regionen, og ikke kastes sammen med vanlig husholdningsavfall. Produkter som er merket med dette symbolet, må ikke kastes sammen med vanlig husholdningsavfall.

- SE** Symbolen anger att i EU-länder måste den här produkten kasseras separat från hushållsavfall, i enlighet med varje regions bestämmelser. Produkter med den här symbolen får inte kasseras tillsammans med hushållsavfall.
- FI** Tämä merkintä ilmaisee, että tuote on EU-maissa kerättävä erillään kotitalousjätteistä kunkin alueen voimassa olevien määräysten mukaisesti. Tällä merkinnällä varustettuja tuotteita ei saa hävittää kotitalousjätteiden mukana.
- HU** Ez a szimbólum azt jelenti, hogy az Európai Unióban ezt a terméket a háztartási hulladéktól elkülönítve, az adott régióban érvényes szabályozás szerint kell gyűjteni. Az ezzel a szimbólummal ellátott termékeket nem szabad a háztartási hulladék közé dobni.
- PL** Symbol oznacza, że zgodnie z regulacjami w odpowiednim regionie, w krajach UE produktu nie należy wyrzucać z odpadami domowymi. Produktów opatrzonych tym symbolem nie można utylizować razem z odpadami domowymi.
- CZ** Tento symbol udává, že v zemích EU musí být tento výrobek sbírán odděleně od domácího odpadu, jak je určeno pro každý region. Výrobky nesoucí tento symbol se nesmí vyhazovat spolu s domácím odpadem.
- SK** Tento symbol vyjadruje, že v krajinách EÚ sa musí zber tohto produktu vykonávať oddelene od domového odpadu, podľa nariadení platných v konkrétnej krajine. Produkty s týmto symbolom sa nesmú vyhazovať spolu s domovým odpadom.
- EE** See sümbol näitab, et EL-i maades tuleb see toode olemprigist eraldi koguda, nii nagu on igas piirkonnas määratletud. Selle sümboliga märgitud tooteid ei tohi ära visata koos olmeprügiga.
- LT** Šis simbolis rodo, kad ES šalyse šis produktas turi būti surenkamas atskirai nuo buitinių atliekų, kaip nustatyta kiekviename regione. Šiuo simboliu paženklinėti produktai neturi būti išmetami kartu su buitiniomis atliekomis.
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- SI** Ta simbol označuje, da je treba proizvod v državah EU zbirati ločeno od gospodinskih odpadkov, tako kot je določeno v vsaki regiji. Proizvoda s tem znakom ni dovoljeno odlagati skupaj z gospodinskimi odpadki.
- GR** Το σύμβολο αυτό υποδηλώνει ότι στις χώρες της Ε.Ε. το συγκεκριμένο προϊόν πρέπει να συλλέγεται χωριστά από τα υπόλοιπα οικιακά απορρίμματα, σύμφωνα με όσα προβλέπονται σε κάθε περιοχή. Τα προϊόντα που φέρουν το συγκεκριμένο σύμβολο δεν πρέπει να απορρίπτονται μαζί με τα οικιακά απορρίμματα.

For China

有关产品中所含有害物质的说明

本资料就本公司产品中所含的特定有害物质及其安全性予以说明。

本资料适用于 2007 年 3 月 1 日以后本公司所制造的产品。

环保使用期限



此标志适用于在中国国内销售的电子信息产品，表示环保使用期限的年数。所谓环保使用期限是指在自制造日起的规定的期限内，产品中所含的有害物质不致引起环境污染，不会对人身、财产造成严重的不良影响。环保使用期限仅在遵照产品使用说明书，正确使用产品的条件下才有效。不当的使用，将会导致有害物质泄漏的危险。

产品中有毒有害物质或元素的名称及含量

部件名称	有毒有害物质或元素					
	铅(Pb)	汞(Hg)	镉(Cd)	六价铬(Cr(VI))	多溴联苯(PBB)	多溴二苯醚(PBDE)
外壳(壳体)	×	○	○	○	○	○
电子部件(印刷电路板等)	×	○	×	○	○	○
附件(电源线、交流适配器等)	×	○	○	○	○	○

○：表示该有毒有害物质在该部件所有均质材料中的含量均在 SJ/T11363-2006 标准规定的限量要求以下。

×：表示该有毒有害物质至少在该部件的某一均质材料中的含量超出 SJ/T11363-2006 标准规定的限量要求。

因根据现有的技术水平，还没有什么物质能够代替它。



This product complies with the requirements of EMC 2004/108/EC and LVD 2006/95/EC.

For EU Countries

For the USA

FEDERAL COMMUNICATIONS COMMISSION RADIO FREQUENCY INTERFERENCE STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

Unauthorized changes or modification to this system can void the users authority to operate this equipment.
This equipment requires shielded interface cables in order to meet FCC class B Limit.

For Canada

NOTICE

This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

AVIS

Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.

For C.A. US (Proposition 65)

WARNING

This product contains chemicals known to cause cancer, birth defects and other reproductive harm, including lead.

For the USA

DECLARATION OF CONFORMITY Compliance Information Statement

Model Name : HPI-7F
Type of Equipment : Digital Piano
Responsible Party : Roland Corporation U.S.
Address : 5100 S. Eastern Avenue Los Angeles, CA 90040-2938
Telephone : (323) 890-3700

Roland

